THE HIGHER UNITED NATIONS DEFENSE ENFORCEMENT RESERVES

T.H.U.N.D.E.R. AGENTS™

ARCHIVES

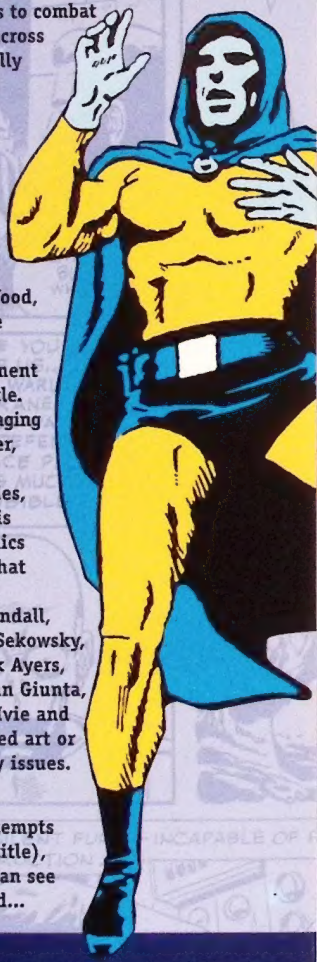
VOLUME ONE

THUNDER AGENTS

THE T.H.U.N.D.E.R. AGENTS ARCHIVES Volume One collects in their entirety the first four issues of T.H.U.N.D.E.R. Agents — completely restored and recolored — and includes an insightful foreword by Michael Uslan and Robert Klein.

In the mid-sixties there was an explosion of new super-hero titles from virtually every comics publisher on the market — ACG, Archie, Charlton, Dell, and Gold Key — not to mention new titles from up-and-coming Marvel Comics and mainstay DC Comics. But there was one new title from that time that still stands out all these decades later, published by a then-new comics division of a small paperback publisher with the name of Tower Comics — *T.H.U.N.D.E.R. Agents.*

The T.H.U.N.D.E.R. Agents were a secret team of super-technology-powered policemen — Dynamo and his Thunderbelt; Noman, the multibodied living android, and his cloak of invisibility; Menthor and his psionic helmet — assembled by the United Nations to combat tyranny and evil across the world, especially the menace of the Warlord and his dastardly minions.



The creative mastermind behind *T.H.U.N.D.E.R. Agents* was the legendary Wally Wood, and it would prove to be his longest sustained involvement with any single title. In addition to packaging the books for Tower, Wood contributed pencils, inks, stories, *and* the work of his friends in the comics industry — and what friends they were: Gil Kane, Reed Crandall, Dan Adkins, Mike Sekowsky, George Tuska, Dick Ayers, Mike Esposito, John Giunta, Len Brown, Larry Ivie and more all contributed art or scripts to the early issues.

Here, at last (and after numerous attempts at revivals of the title), old fans and new can see where it all started...

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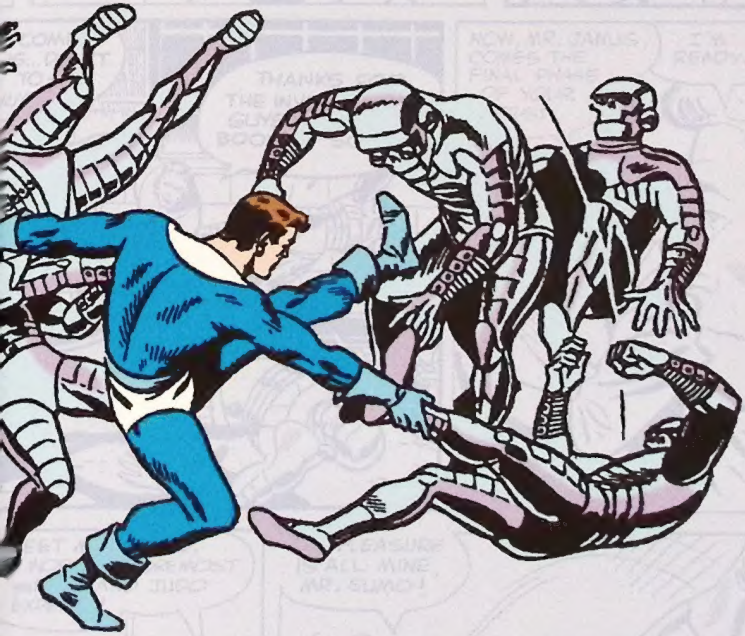

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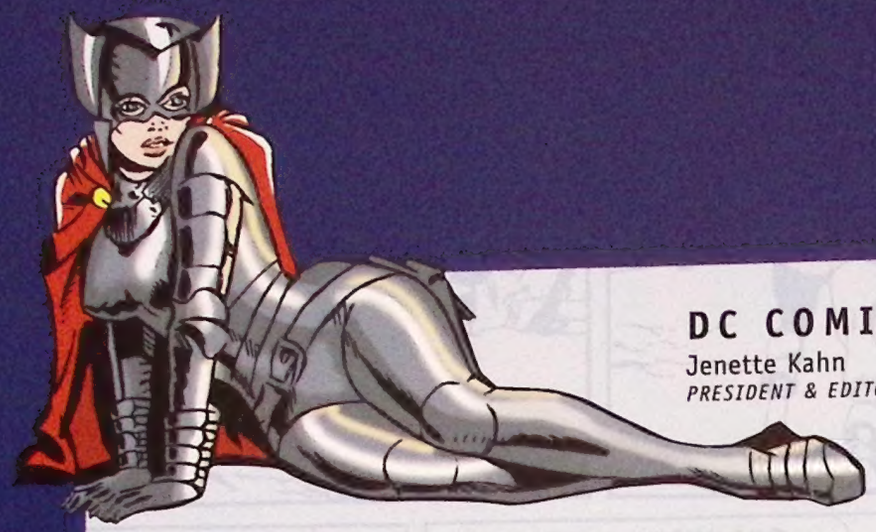

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THE T.H.U.N.D.E.R. AGENTS ARCHIVES, VOLUME 1.

ISBN 1-56389-903-5

Published by DC Comics.

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DC Comics, 1700 Broadway
New York, NY 10019

A division of Warner Bros. — An AOL Time Warner Company

Printed in Hong Kong.

First Printing.

Cover illustration by WALLY WOOD.

Cover color reconstruction by DIGITAL CHAMELEON.

Black and white reconstruction by RICK KEENE.

Color reconstruction by DIGITAL CHAMELEON.

Special thanks to HANS CHRISTIAN VANG and NEIL A. HANSEN for source materials.

T.H.U.N.D.E.R. AGENTS project initiated by MICHAEL USLAN.

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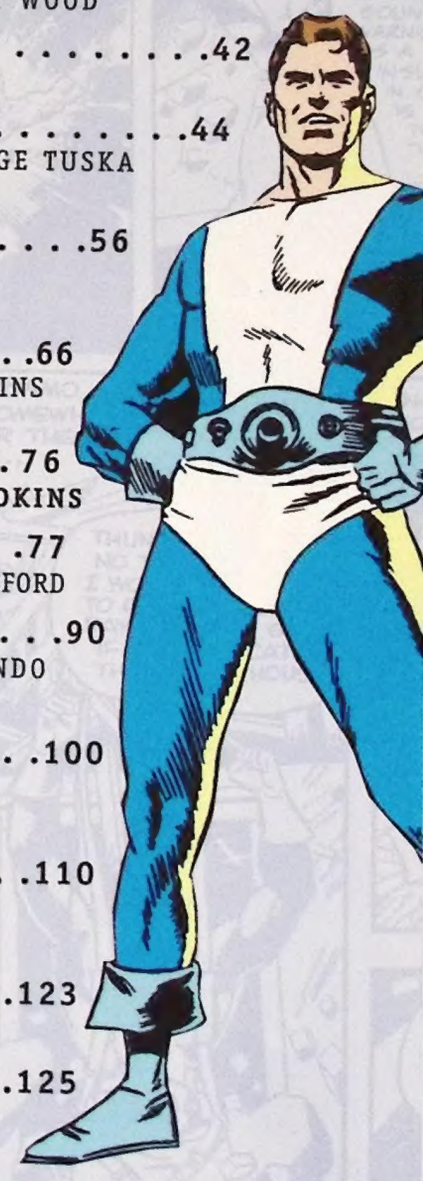

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FOREWORD

by ROBERT KLEIN and MICHAEL USLAN

NOVEMBER, 1961 — Stan Lee ushers in The Marvel Age of Comics with the publication of *Fantastic Four* #1, adding to the explosion of a new "Silver Age" of comic books begun by DC Comics' SHOWCASE #4 in October 1956, which introduced the new Flash to the world. By the mid-sixties, companies such as Charlton, Dell, Gold Key, Harvey, Milson, Mighty, MF, and others would join the super-hero fervor to often lackluster and inconsistent results punctuated with moments of brilliance.

SEPTEMBER, 1964 — *The Man From U.N.C.L.E.* prime-time television series debuts on NBC, taking the James Bond spy craze to dazzling new heights.

AUGUST, 1965 — Amid building anticipation for the January 1966 debut of ABC's *Batman* prime-time television series, *T.H.U.N.D.E.R. Agents* #1, cover-dated November 1965,* appears on the newsstands without fanfare of any kind — its creation and publication clearly a result of the two events described above which preceded it.

It's true. *T.H.U.N.D.E.R. Agents* #1 arrived unheralded, without publicity, promotion, or advertising — but with a staggering impact which still resonates almost forty years later. Remember, in those days there was no *Wizard* magazine or *Comics Buyer's Guide* to alert the fans; there weren't many comic-book conventions; there were no web-sites to gossip on about new comic book companies or titles.

It just appeared.

We were two fourteen-year-old comic book fanatics on the day we spotted the first issue in the neighborhood comic rack. It was a real tale of the unexpected — perhaps even a tale to astonish all comic book fans and casual readers alike. There it was: just about as perfect a comic book as we'd ever seen. What made it so unusual? It was 25 cents when all other comic books were 12 cents or 15 cents. It was 68 pages when all regular comic books were 36 pages. It was an "annual"-sized comic book that contained all-new heroes and stories. It was a comic book published by a mysterious, unheard-of comic book company called Tower. We couldn't believe our eyes!

We stared at the cover of the first issue. There wasn't a single caption or blurb explaining who these electrifying new super-heroes were. Clearly, the guy in the middle was a Superman type with a Shazamish lightning bolt on his shirt. He was busy tossing the forerunner of one of today's *Star Wars* storm troopers into detailed machinery. Behind him, racing to help, was... Holy Hannah! Was that The Atom?!? For the first five minutes we were staring at that cover, we didn't even notice the third, kinda invisible guy on the right. Was that The Spectre?!? Could this be some DC comic book in sheep's clothing? The only thing our eyes were certain of was that this was drawn by one of our favorite artists ever; the one who arguably drew the best women in the old E.C. comic books; the one who had just reinvented Marvel's Daredevil, designing an all-red costume and stylish new logo for him; the one who drew the hippest science fiction/war comic book for Gold Key called *Total War;* the one who drew the best comic book/comic strip parodies in MAD; the one and only Wally Wood!

**Editor's Note: Back in the '60s, comic books were traditionally on sale three months prior to the date listed on their covers or indicias.*

T.H.U.N.D.E.R. AGENTS

WELCOME LEONARD BROWN, TO THE INNER COUNCIL OF T.H.U.N.D.E.R.
WE'VE WATCHED YOU CLOSELY AND HAVE FOUND THAT YOU POSSESS THE QUALITIES WHICH T.H.U.N.D.E.R. SEEKS IN ITS MEMBERS! WE WANT YOU TO BECOME AN AGENT OF OUR ORGANIZATION!

But how did Wally Wood wind up at Tower? Harry Shorten, the first editor of MLJ Comics (later to become Archie Comics, Inc.), had been brought in as the publisher of the new Tower Comics. The first decision that was made concerned the size and price of the product. Tower Comics were, like Archie Comics, tied to a company called PDC, Publishers Distribution Corporation, as its distributor. It was PDC which pushed the notion of Tower publishing 25-cent comic books instead of 12-cent or 15-cent comics. If the sales were good, the word was that it would be more profitable for retailers as well as for the distributor and Tower.

Harry then pulled together the key people who could execute the business plan. Shorten's familiarity with talent came primarily from his years at Archie, and so he hired Samm Schwartz (known for doing to Jughead what Carl Barks did to Donald Duck — redefining the character's personality, introducing new supporting cast members, and creating good stories) to be both the managing editor/head administrator as well as one of the creators of the obligatory Archie-style comic book they would also publish (eventually debuting as *Tippy Teen*). He added artists Dan DeCarlo (who designed the *Tippy Teen* characters with Samm), Harry Lucey, and Bill Vigoda — Archie veterans all.

With Samm Schwartz not very familiar with or comfortable editing super-hero adventure books, publisher Harry Shorten cut a dream deal with Wally Wood. Samm would handle the *Tippy Teen* titles as well as the new *Undersea Agent* comic book and the war comic book called *Fight the Enemy*. He would be the managing editor of the company and its day-to-day office executive. Wood would be granted a wide latitude of creative and business freedom devoid of a 9 to 5 office job or hefty administrative duties and be allowed to concentrate on creating characters and concepts for an expanding line of super-hero comics. He was to arm his books with solid writers and some of the best artists in the industry. In addition to Wood himself, writers included Larry Ivie, Len Brown, Bill Pearson, Steve Skeates, Dan Adkins, Russ Jones, Gil Kane, and Ralph Reese.

Meanwhile, back at the comic book rack, as our initial excitement and confusion began to subside, we finally opened up *T.H.U.N.D.E.R. Agents* #1. It was comics' version of an Artists' Hall of Fame: Wally Wood, Reed Crandall (the best Blackhawk artist of the Golden Age as well as one of the most venerated artists to appear in the E.C. horror titles and their descendants, *Creepy* and *Eerie*), Gil Kane (*the* Green Lantern and Atom artist), and Mike Sekowsky (the Justice League of America artist)! Six fast-moving stories, none longer than twelve pages, were linked by a cohesive, grander structure not unlike the 1940s Justice Society of America stories in DC's ALL STAR COMICS. Those classics featured individual adventures of super-heroes who were part of a larger group fighting the issue's master villain, with all of them banding together in a grand finale chapter.

The introductory story, though a mere four pages in length, set the stage well. Commando squads of The Higher United Nations Defense Enforcement Reserves had just repelled an attack on the laboratory of Professor Emil Jennings by the minions of a mysterious evildoer known only as "The Warlord." In many ways, the background story bears relevance to world events even today. The T.H.U.N.D.E.R. forces retrieved several key prototype super-weapons: a psionic helmet, a cloak of invisibility, and a belt that increased the density (and therefore the weight and strength) of its wearer. The T.H.U.N.D.E.R. Council, apparently a semi-autonomous branch of the United Nations, toyed with the idea of giving all three super-weapons to one agent, but decided not to as a hedge against that agent being captured or destroyed. The search for a trio of suitable super-agents was on. In four pages, the villain was introduced, the conflict was set up, the T.H.U.N.D.E.R. organization was revealed, and the origin of the super-powers was established. Talk about compact storytelling!

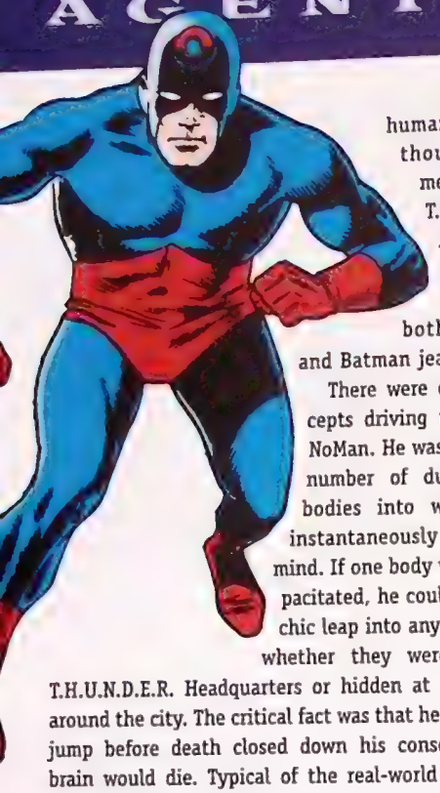
Next, Dynamo made his debut in a tale by Wally Wood and writer Len Brown. The story opened inside T.H.U.N.D.E.R. Headquarters beneath the United Nations building in New York City. In one panel, Len Brown was effectively portrayed as a low-level employee in the administration department. He had what would today best be described as a cubicle with a work station. We could guess he probably had a lousy commute, a limited time for lunch each day, low pay, and was drowning in bureaucratic paperwork. Did the ego of writer Len Brown cause him to name the character after himself? No, the impish Wally Wood changed the original name of the character as a prank on his writer. The original name of this employee is apparently lost to history, but not so the original name of the super-hero he becomes. Dynamo was going to be named "The Thunderbolt." If you examine the lettering of the stories in that first issue, you can see circumstantial evidence of relettering to accommodate the name change. If you want hard evidence, you need to read the Tower Books 1966 paperback *Dynamo*, which reprinted the first issue of *T.H.U.N.D.E.R. Agents* from either the original, uncorrected art or proofs. There, on what in the comic book would be page 10, panel 2 of the first Dynamo story, the caption reads: "Even Thunderbolt's iron frame is shaken by the concussion..." Wally preferred the name Dynamo for his hero, even though that was the name already assigned to the *villain* of *T.H.U.N.D.E.R. Agents* #2. That villain became known as Dynavac instead.

Brown was hired to become the agent manning Professor Jennings's Thunderbelt. He rose to the occasion, strapping on the belt and turning the center dial. Immediately "the very atoms of the surrounding air are rent by the charge of energy released" — a terrific visual touch by Wood which bathed Len in a bright blue flash. Now our hero had limited super-strength and near invulnerability, but only for "a few minutes at a time," or else the massive drain on Len's energy would become life-threatening. He had to get in, resolve a crisis, then get the hell out before he either died or was forced to shut down his super-powers. What an interesting conflict for a character to deal with in a comic book! These were the touches that would make each T.H.U.N.D.E.R. Agent so special, so real, so different from the other super-heroes of the mid-sixties. Add a sense of humor reminiscent of *The Spirit* (see page 9 of the first Dynamo story from *T.H.U.N.D.E.R. Agents* #1 for a fun sampling), and the character reached new heights as pure entertainment.

Dynamo was born. He immediately launched his career against the threat of The Warlord, coming face-to-face with his ultimate nemesis, the beautiful, deadly, sexy, erotic, smart, and powerful Iron Maiden. She was a strongly defined *femme fatale* in the best tradition of Milton Caniff's Dragon Lady, Will Eisner's P'Gell, and Bob Kane's Catwoman. Over the run of *T.H.U.N.D.E.R. Agents,* Dynamo and the red-haired Iron Maiden (whom he would affectionately begin calling Rusty) would develop an intense love/hate relationship, leaving our hero never certain when they met if he would wind up dead or seduced before the night was over.

Tower's answer to *The Invisible Man* was the next beneficiary of Professor Jennings's genius. Old and dying, with little to lose, Jennings's colleague Anthony Dunn volunteered to be the subject of T.H.U.N.D.E.R.'s dangerous experiment to transfer his consciousness into one of a row of blue-skinned, clone-like synthetic men. As his own body died, the jump was made into the android. T.H.U.N.D.E.R. HQ stayed in touch with each body via a receiver implanted in its head. The idea of an old man's brain in a buff android body was a unique and fascinating concept, predating the Silver Age versions of DC's Red Tornado and Marvel's The Vision. Yet the Tower writers largely ignored this clever aspect of NoMan's character until he felt the first tingle of romantic feelings toward a woman in *T.H.U.N.D.E.R. Agents* #4. This would be developed over various stories until, by issue #7, he was yearning to become

FOREWORD



human once again — though that would mean giving up his T.H.U.N.D.E.R. Car. And that vehicle was so cool it could have made both James Bond and Batman jealous!

There were other great concepts driving the character of NoMan. He was provided with a number of duplicate android bodies into which he could instantaneously transfer his mind. If one body was shot or incapacitated, he could make the psychic leap into any of these bodies, whether they were stored inside T.H.U.N.D.E.R. Headquarters or hidden at opportune spots around the city. The critical fact was that he had to make the jump before death closed down his consciousness or his brain would die. Typical of the real-world sense of humor embodied in *T.H.U.N.D.E.R. Agents*, NoMan was often called on the carpet by his superiors in the organization for allowing too many of his android bodies to be killed, thereby blowing their entire year's budget for spare bodies.

NoMan's first nemesis was Demo, a demonic master of the ape-like Sub-Men and an agent of The Warlord. He worked in concert with the seductive Satana (long before Marvel debuted a character of the same name) and would escape only to return a number of times to plague NoMan and his fellow agents.

The first NoMan story was drawn by Reed Crandall, and it was a beauty! The strip featured heavy shading, possibly aided and abetted by some superb Wally Wood inking. The darker colors and NoMan's expressionless face throughout the story emphasized the mysterious, android side of his nature. Invisibility was never drawn better in a comic book! It was an art job that may have been equaled but never surpassed in the NoMan stories to come.

John Janus may have become the T.H.U.N.D.E.R. Agent named Menthor, but on the splash panel of his first story it was artist Gil Kane who stole the spotlight. It was a great Kane pose and it screamed "The Atom" to us fans. But then came six pages that sure seemed like George Tuska (*Buck Rogers*) before Kane returned for the final five pages. And the inker must have been Mike Esposito since many of the figures looked like characters right out of DC's WONDER WOMAN book or METAL MEN. Even the coloring on this strip looked different from the rest of the issue; it was light and bright. Unlike the Wood and Crandall stories, backgrounds were minimal in the Menthor tale. It felt like a rushed art job. But even a rushed art job by Gil Kane was superior to a painstaking job by other comic book artists.

John Janus sailed through all the physical and mental tests T.H.U.N.D.E.R. threw at him during its recruitment process, but they had no way to test his loyalty. In actuality, he was working for The Warlord and his strike force, The Cobras, and attempting to infiltrate T.H.U.N.D.E.R. as a double agent. When the scientists bestowed the cybernetic helmet on their new employee, it amplified his psionic powers of telekinesis, telepathy, and other potential powers of the human brain. The trademark Tower twist on its characters appeared again with Menthor: When he put on the cybernetic helmet, it seemed to rewire his brain so that he became a good and noble character serving T.H.U.N.D.E.R., his country, and his comrades-in-arms to the best of his ability. Needless to say, these actions didn't sit well with his real boss, The Warlord, and before long, Menthor was in danger from *both* sides.

One problem that reared its head all too often in Tower's comic books was a lack of continuity. Of course, this was in an era where continuity was never considered the greatest of priorities by an industry that truly believed in a complete turnover of its young readership every five years. Key events would occur in one issue and by the next issue (sometimes by the next story), they were ignored as if they had never happened. The biggest continuity glitch in *T.H.U.N.D.E.R. Agents* #1 occurred in the Menthor tale. There, The Warlord, whose identity and look were carefully kept secret in the other stories, was casually revealed. And rather than being the subterranean creature exposed in issue #2, he was portrayed as some standard villainous guy with a goatee. Chalk it up to the problems associated with having two editors — Woody and Samm — operating from different places, dealing with different artists, and not being in the closest of communication under the pressure of ongoing deadlines.

T.H.U.N.D.E.R. Squad was a comparatively humdrum feature compared to the glitz, action, humor, and character twists found in the other super-hero strips. The Squad was a super-commando emergency strike force akin to DC's Blackhawks or The Challengers of the Unknown. The pencils

were by Mike Sekowsky, best remembered for his eight-year stint on DC's JUSTICE LEAGUE OF AMERICA beginning with its very first story. In this kick-off tale, we're introduced to the five team members: Guy Gilbert (Yale grad, All-American group leader); John "Dynamite" Adkins (group muscleman who, in later issues, is renamed Dan Adkins, joining Len Brown as a creator whose name becomes permanently entwined in the comic book); "Weed" Wiley (chain-smoking, reformed burglar reminiscent of both Wally Wood and one of his assistants); "Egghead" (group strategist and brain); and Kitten Kane (Gil gets a character named for him in the shapely form of the group's tech expert and resident martial artist). Where Dynamo had the T.H.U.N.D.E.R. Plane, and NoMan had the T.H.U.N.D.E.R. Car, the Squad got the huge Heli-Jet — and used it well to crush The Warlord's zombie-men army. As fans, we couldn't help but wish those ten Squad pages had been devoted to yet another new dazzling Wally Wood T.H.U.N.D.E.R. Agent super-hero. Before too long, Tower would get the message and make some big changes.

DYNAMO
"AT THE MERCY OF THE IRON MAIDEN"
HELD PRISONER BY THE IRON MAIDEN ON HER SECLUDED ISLAND, LEN BROWN IS POWERLESS WITHOUT HIS THUNDERBELT. IRON MAIDEN HAS TRIED EVERY TRICK, IRON THREATS TO TRUTH SERUM BUT SHE HAS FAILED TO GET THE DYNAMO TO REVEAL THE SECRET OF THE BELT.

A virtual pinup page of The Iron Maiden comprised the splash page to the final chapter of issue #1, with Dynamo bound amid gobs of Wally Wood machinery in the presence of his archenemy. In this story we learned that the Thunderbelt sent out a tracer radio signal when used in an unauthorized manner. The three most memorable aspects of this concluding story were the reappearance of The Iron Maiden, the gorgeous art of Wally Wood and Dan Adkins, and the emotional impact of a sequence in which NoMan risked death as his android body was torn to shreds by what seemed like 100 bullets during his super-human attempt to get the Thunderbelt to Dynamo and turn it on before it was too late. Memorably, The Unseen Agent had to crawl the last few yards in order to succeed.

The fantastic first issue was over. Clearly, The T.H.U.N.D.E.R. Agents were different from the JLA or Avengers. They were conceived as a team from the very beginning, not as a super-army formed by characters who were already successful. These new characters were humans — employees doing a job. If they messed up, they could be fired and the next guy in line would get the super-hero job opportunity. At night, they took off their costumes, packed up their lunch pails, and headed home on the subway. The action was played out on a human scale with humor and unexpected character developments galore. For all his heroics, Len Brown still had trouble getting a date with Alice, The Chief's secretary. For all his courage, he was still played for a sucker by The Iron Maiden.

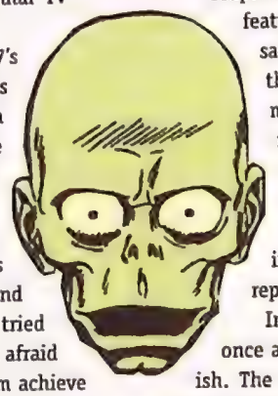
Wood's storytelling style used a minimum of words, relying heavily on the art to carry the mood and meaning of the story. This was in distinct contrast to Marvel's wordier comics. With the freedom he was granted at Tower, he was able to control the stories and carry out this philosophy. Not satisfied with the art and dialogue, Wood also developed plots and springboards for the other writers. His passion for *T.H.U.N.D.E.R. Agents* came through issue after issue. It was truly a labor of love for him. His distinctive style dominated the look of each book because his inks, or the inks of Dan Adkins and the key assistants who echoed his style, helped unify the feel of what would become a growing super-hero line of comics.

T.H.U.N.D.E.R. Agents #2 elevated Dynamo to the starring role in the book. For the rest of the Tower line's tenure, Dynamo was the Agent most often cover-featured. More important, Wally Wood seemed to stake out Dynamo as his own private domain. The reason was easy to see — although Dynamo and NoMan were both visually appealing, Dynamo had more possibilities as a personality. Len was cast as a somewhat clumsy, easygoing super-boy scout, while NoMan was a cold, emotionless android. Dynamo allowed Wood to indulge himself in the wide variety of story types that he most enjoyed, from whimsical to high adventure.

An outstanding feature of Wood's Dynamo stories was the superb action. In *T.H.U.N.D.E.R. Agents* #2, Dynamo, befitting his star status, had the cover to himself. The scene was memorable — The Warlord's android powerhouse, Dynavac, landed a punch that sent our secret agent super-hero through a wall as the cover blurb proclaimed, "The Greatest Fight of All Time!" That may have been as boastful as *The Fantastic Four* declaring itself "The World's Greatest Comic Magazine," but it felt true. The fight sequence was one of the best of the Silver Age of comics. Wood's action sequences were fluid, graceful, and, yes, dynamic. We could really believe that Dynamo and The Warlord's Dynavac were reducing the city to rubble with their struggle. And when Wally Wood was drawing action, we looked for the bricks to be flying. Wood loved to draw brick walls shattering and tumbling — you'll find them all over this issue. Remember that at the time this story was published, there were few no-holds-barred fights in comics outside Jack Kirby's purview.

Beyond Dynamo taking center stage, issue #2 gave a bit

more insight into the character of Alice Robbins, the co-worker Len Brown would love to ask out on a date if and when he could ever summon the courage. The irony! We also saw The Chief being the kind of bureaucrat who could evoke images of The Chief from the then-popular TV series *Get Smart*.



Meanwhile, in the best tradition of 007's weapons master Q, T.H.U.N.D.E.R. scientists added a radio receiver and night vision camera to Dynamo's Thunderbelt in issue #2. While the evil Iron Maiden and Demo reared their heads once again, along with an army of zombie-men, the villain spotlight in this issue focused squarely on The Warlord and Dynavac, his super-powerful robot. In both the Dynamo and T.H.U.N.D.E.R. Squad stories, The Warlord again tried to add a nuclear bomb to his arsenal and wasn't afraid to unleash nerve gas on the masses to help him achieve that goal. This guy was the Saddam Hussein of the '60s!

Evoking the best of Stan Lee and Steve Ditko's Spider-Man, Dynamo experienced a number of conflicts beyond the physical ones. He was racked with guilt, frustration, and embarrassment when his superiors gave him a direct order to turn and run as his Thunderbelt neared the moment when it had to be turned off. The consequences of leaving it on were the potential death of Dynamo — and, what seemed more important to T.H.U.N.D.E.R., a Thunderbelt left unprotected that could fall into enemy hands. The panel in which Dynamo lamented his flight and wondered if his death wouldn't have been a more honorable course of action is worthy of vintage Peter Parker.

The NoMan story in this issue featured pencils by Dick Ayers, Marvel's Western, war, and super-hero comics penciller as well as an early inker of Jack Kirby's Marvel work. With inks by Wood and another E.C. alumnus, Joe Orlando, Ayers's art never looked better. Mike Sekowsky and famed DC Comics inker Frank Giacoia tackled Menthor this issue with less than glorious results. The NoMan and Menthor chapters were eclipsed by the less-than-colorful T.H.U.N.D.E.R. Squad feature because, unexpectedly, squad member Egghead sacrificed his life to save his teammates. At least, they *should* have been eclipsed by this emotional moment. However, in a huge continuity collapse (or maybe just some subpar writing), Egghead's dramatic death was never once lamented, dwelled on, mentioned, or even acknowledged by the rest of the team. The story registered zero emotional impact as a result — a blunder Tower would *not* repeat with its next story opportunity.

In the final Dynamo chapter of issue #2, it was once again Dynamo vs. Dynavac in a battle to the finish. The action culminated in a memorable Wally Wood giant panel showing our hero fighting an entire army! At the end of the story, The Warlord was revealed for the first time (officially, that is, if you recall the aforementioned continuity foul-up in issue #1's Menthor tale). Surprisingly, The Warlord's face was quite alien-looking. Shockingly, just before he died, he warned Dynamo that his "superiors" would carry on the conquest of Earth. We were hooked! Our battle cry at the local newsstand was "Bring on *T.H.U.N.D.E.R. Agents* #3!"

As *T.H.U.N.D.E.R. Agents* #3 opened, Len Brown was being harassed by his boss. The Chief also informed his favorite target that The Thunderbelt would now automatically shut down after thirty minutes, with a complimentary five-minute warning signal so he could get out of whatever jam he was in before becoming powerless. The mystery of The Warlord began to lift in this issue as we learned of the existence of a Council of Warlords from a world of Subterraneans inside the earth. They launched their invasion of the surface world when our underground nuclear tests destroyed one of their cities. We also discovered what would happen to an unauthorized person who put on Dynamo's Thunderbelt and turned the dial — think "cat in a microwave." And if the Dynamo pinup page that followed the story looks familiar, it's because that particular Wally Wood character pose was selected by DC to become its first in a series of beautiful T.H.U.N.D.E.R. Agents statues.

Issue #3's NoMan tale pitted The Unseen Agent against the one and only Vibraman (no jokes, please!). We did learn from this story that NoMan's mighty cloak of invisibility worked on batteries and therefore needed to be switched on sparingly. More interesting than that was the artist on this issue's strip. John Giunta was yet another Archie Comics alumnus brought over by Samm Schwartz. Giunta was one of the principal artists who drew The Fly following the departure of Simon and Kirby and prior to the arrival of artist Paul Reinman, when the character was converted to Fly-Man. Giunta also worked on Archie's second super-hero of that era, The Jaguar. As with Dick Ayers, John Giunta's art never looked better than when embellished by Wally Wood's inks. Even NoMan's pinup page by Wood and Adkins was dazzling. We read NoMan's dossier and especially loved the part about the color of his eyes!

Dynamo starred in a second story in *T.H.U.N.D.E.R. Agents* #3 that reflected the times. With army morale falling to an all-time low, he was sent to the land of "Vietnesia" to oppose the great red hope of the commies, The Red Star. Wood and Adkins's action sequences were exciting to follow. Storywise, Len turned off his belt and had his final fight with the villain using only his natural fighting skills and stamina. Non-costumed agent Diana Dawn was introduced at the beginning of the tale and, by the end, was giving Alice Robbins a run for her money. It was a good plot move. If Peter Parker could have his Betty Brant/Liz Allen triangle, why couldn't Len Brown have Diana and Alice warring over him in between his confrontations with The Iron Maiden?

Once again, the T.H.U.N.D.E.R. Squad segment was the weak link in the book. The story, "Invaders from the Deep," would have been perfectly at home appearing in Tower's companion comic book title to *T.H.U.N.D.E.R. Agents, Undersea Agent*. But it just didn't fit in with the super-heroes in *T.H.U.N.D.E.R. Agents #3*. Tower made up for the weak link with a glorious "Dynamo vs. Menthor" concluding chapter by Wood and Adkins. With intrigue, plot twists, and explorations into the character of both Dynamo and Menthor, the story was satisfying and ended in a cliffhanger with John Janus (a.k.a. Menthor) missing in action. Our anticipation for *T.H.U.N.D.E.R. Agents #4* could not have been higher!

A Reed Crandall/Wally Wood cover greeted us at our newsstand four weeks later. There was Dynamo in blazing action! The villain looked both threatening and mysterious. Miraculously, The Iron Maiden looked even sexier than ever before! We opened up the comic book and there was Dynamo drifting down to combat a Tyrannosaurus rex that was loose in Times Square. Woody's studio included a number of assistants like Ralph Reese, Tony Coleman, Tim Battersby-Brent, Richard Bassford, Russ Jones and many others, who contributed some pencilling, inking, or whatever the most pressing artistic need was panel-by-panel at any particular time. On the splash page of this story, we spotted the names of Woody's artists Dan Adkins, Tony Coleman, and Tim Battersby-Brent, as well as winks to "A" List comic book fans such as Big Name Fan Jerry Bails, Bill Spicer, and The Texas Trio (Howard Keltner, Larry Herndon, and Buddy Saunders). This story predated *Jurassic Park* by decades and pinpoints the entire plot of that book and movie within the last panel.

In addition, T.H.U.N.D.E.R. courier Linda Rogers proved that androids have testosterone. For the first time since old Dr. Dunn graduated from college in 1907, he reacted to a woman. ("Well, I'll be... it's a girl! And what a girl! If only I were human!") In this issue's story NoMan disguised himself as a Tony Stark look-alike and casually mentioned that his invisibility cloak quits working after ten minutes' usage. That was certainly news to us fans. In a special one-page feature, "NoMan in Action," his powers were explained but there was no mention of a ten-minute time limit on his cloak — yet another Tower continuity nightmare. Although NoMan was a fascinating character, he didn't have the little touches that made Dynamo consistently outstanding: the impish sense of humor, a regular supporting cast, and, most important, a regular writer. Different scripters made for inconsistent handling of The Unseen Agent's powers and abilities. It wasn't so jarring as to be annoying, but enough to notice if you were watching.

A second one-page feature followed in *T.H.U.N.D.E.R. Agents* #4 called "The Origin of T.H.U.N.D.E.R." and we were baffled. First, we were sure the Professor who invented the Agents' super-devices was Emil Jennings, but here he was called Wallace Jennings. Then the feature concluded with a panel showing the *four* T.H.U.N.D.E.R. Agents: NoMan, Dynamo, Menthor... and Lightning?!? Who?! What?! Maybe that page should have come *after* the T.H.U.N.D.E.R. Squad story, since that's where Guy Gilbert accepted T.H.U.N.D.E.R.'s newest super-empowering device — a flashy yellow suit with a built-in speed-inducer beam system. Sounded great, except for the catch: every time its wearer would choose to use his new super-speed, it would age him. Saving a little girl could cost Guy Gilbert, now code-named Lightning, a year of his life. That may be worth it to him. Saving a big, insured bank from a robbery may well not be. It was all about choices. Instead of being one more clone of DC's The Flash, Lightning was a deeply conflicted character. It was pure *T.H.U.N.D.E.R. Agents* — the kind of hook that always set the title apart. Happily, we fans just knew this was the finish of the T.H.U.N.D.E.R. Squad in the book.

T.H.U.N.D.E.R. AGENTS

By the next issue, we were already expecting nothing but Tower super-heroes. "The Return of The Iron Maiden" was the concluding chapter in *T.H.U.N.D.E.R. Agents* #4, headlining Dynamo but featuring the whole T.H.U.N.D.E.R. gang. It was (and remains) one of our all-time favorite T.H.U.N.D.E.R. Agents stories. It felt like a Will Eisner *Spirit* tale. It showcased art by Reed Crandall, Wally Wood, and Dan Adkins. And it starred The Iron Maiden. Set in the Middle East, the tale was visually captivating and a delightful change of pace from the urban backdrops of most super-hero comics. It all began with — what else? — a Dynamo blunder! Following his big mistake, poor Len Brown was then astonished to see a local fakir with an invisible hand holding out a beggar's cup. It was NoMan, showing the first indication of actually possessing a sense of humor. It must've been the effect that girl had on him earlier in the issue! And then, enter Iron Maiden! Here, she was clearly subservient to her Warlord-looking leader known as Dr. Death. Once she persuaded him to leave the captured Dynamo to her, she visited Len's cell and laid it on the line to him — she wanted him. She bared her soul and, while most men would have immediately gone running to find a large can opener, Len's reply was classic Dynamo: "Don't get mushy, lady... you'll rust your suit!" Yet when Dr. Death became fed up and shot Dynamo, it was Rusty who threw herself in front of her main man, crawled over to him on her knees, and... uh... twisted his dial. Len survived. It appeared she did not. The final two panels of the story brilliantly summed up Len's internal torment. In a Marvel comic in 1966 this internal torment would have taken at least ten pages. In a DC comic, it just wouldn't have happened at all.

T.H.U.N.D.E.R. Agents #4 wraps with a Menthor chapter that goes a long way toward developing his character and building to one of the most shocking conclusions in the history of the Silver Age. Little did we know what was awaiting us fans just six months later in the stunning pages of *T.H.U.N.D.E.R. Agents* #7. And also just around the corner would be even more topnotch artists — a virtual "Who's Who" of comic book art: Steve Ditko (co-creator of Spider-Man and Dr. Strange), Al Williamson, (E.C. artist and the best Flash Gordon artist since Alex Raymond), and more!

The action, the humor, the soap opera, the conflicted characterizations, the super-heroics — *T.H.U.N.D.E.R. Agents* blended them all in a way that never got stale. Not bland, not melodramatic and angst-ridden like the competition could be, these heroes were humans filled with faults and shortcomings they would continually strive to overcome, with varying degrees of success. Funny without being slapstick, full of action without being mindless, it all came together in a way that was rarely topped in the Silver Age. The villains had us coming back for more each issue, with The Iron Maiden being, perhaps, the best *femme fatale* ever in comic books. This was quintessential Silver Age super-heroics, and it didn't get any better than *T.H.U.N.D.E.R. Agents*!

— ROBERT KLEIN & MICHAEL USLAN

Robert Klein and Michael Uslan amassed a collection of 30,000 comic books dating back to 1936 by visiting Collingwood Auction in New Jersey every week from 1961-67, where they bought them for a nickel each because, as The Back-Date Magazine Guy informed them, "They are old."

During those Wonder Years, the twosome visited the offices of Tower Comics and virtually every other comic-book publisher, resulting in their being gifted with free original art, autographed comic books, and original scripts. On weekends, the boys were off visiting comic book creators at their homes to learn the real behind-the-scenes history of comic books. Their favorite haunt was the home of Otto Binder, principal writer of Captain Marvel and The Marvel Family, Adam Link, and the Superman family of characters. Bob and Mike also attended the very first comic book convention ever held. You can find their picture (taken at the first comicon costume parade) in the 1967 Castle of Frankenstein Annual. *Mike is the original Sandman and Bob is The Shadow!*

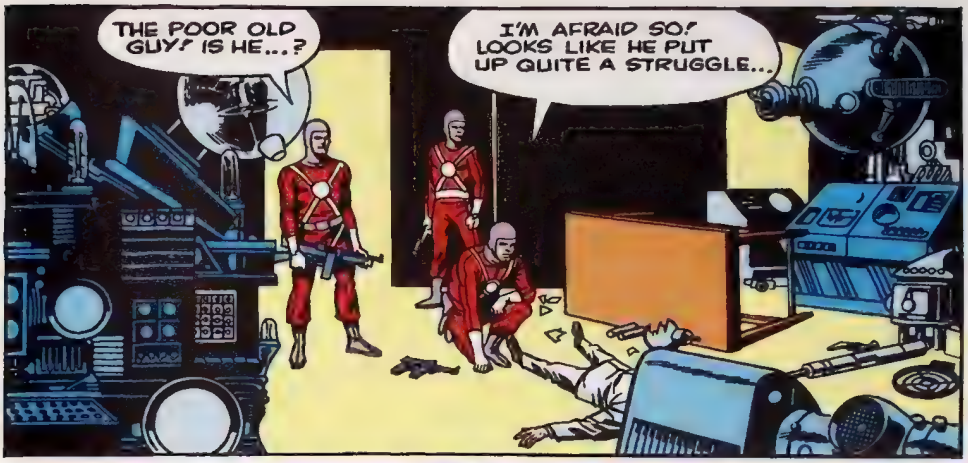
At Indiana University, Mike taught the world's first accredited college course on comic books, which earned him an entry in Ripley's Believe It Or Not and really made his mom proud. Bob graduated from M.I.T. and is today a super-brain undermining the entire electronic chip industry.

Robert and Michael love their wives, their children, and T.H.U.N.D.E.R. Agents comic books.

DON'T BE INSOLENT. TEAM UP WITH ME AND WE COULD RULE THE EARTH!
SORRY, I'D RATHER NOT RULE THE EARTH. I JUST WANT TO MARRY THE GIRL NEXT DOOR AND LIVE IN THE SUBURBS!
YOU FOOL! YOU SPURN MY LOVE! NOW YOU'LL PAY!
SPLAT!

THE HIGHER UNITED NATIONS DEFENSE ENFORCEMENT RESERVES
T.H.U.N.D.E.R.
AGENTS
APPROVED BY THE COMICS CODE AUTHORITY
25¢
NO.1
NOV.
wood

T.H.U.N.D.E.R. AGENTS
INTRODUCTION "FIRST ENCOUNTER!"
A TEAM OF SPECIAL U.N. AGENTS LANDS AT A REMOTE MOUNTAIN LAB...
I'M AFRAID WE'RE TOO LATE! THE ENEMY AGENTS GOT HERE FIRST!
BRING UP THE ROCKET LAUNCHER! WE'LL BLAST 'EM OUT!
NO! WE CAN'T TAKE THE CHANCE! THE PROFESSOR MAY STILL BE ALIVE!
THEY'RE GETTING AWAY!
LOOK! IT'S PROFESSOR JENNINGS!
1


THE POOR OLD GUY! IS HE...?
I'M AFRAID SO! LOOKS LIKE HE PUT UP QUITE A STRUGGLE...

WE SHOULDN'T HAVE LET HIM WORK ALONE! THE GREATEST MIND IN THE FREE WORLD!
THIS HAS TO BE THE WORK OF THE 'WARLORD'!

JUST WHO IS THIS WARLORD, SIR?
NO ONE KNOWS... ALL WE KNOW IS HIS MEN ARE ACTIVE IN EVERY NATION ON EARTH!

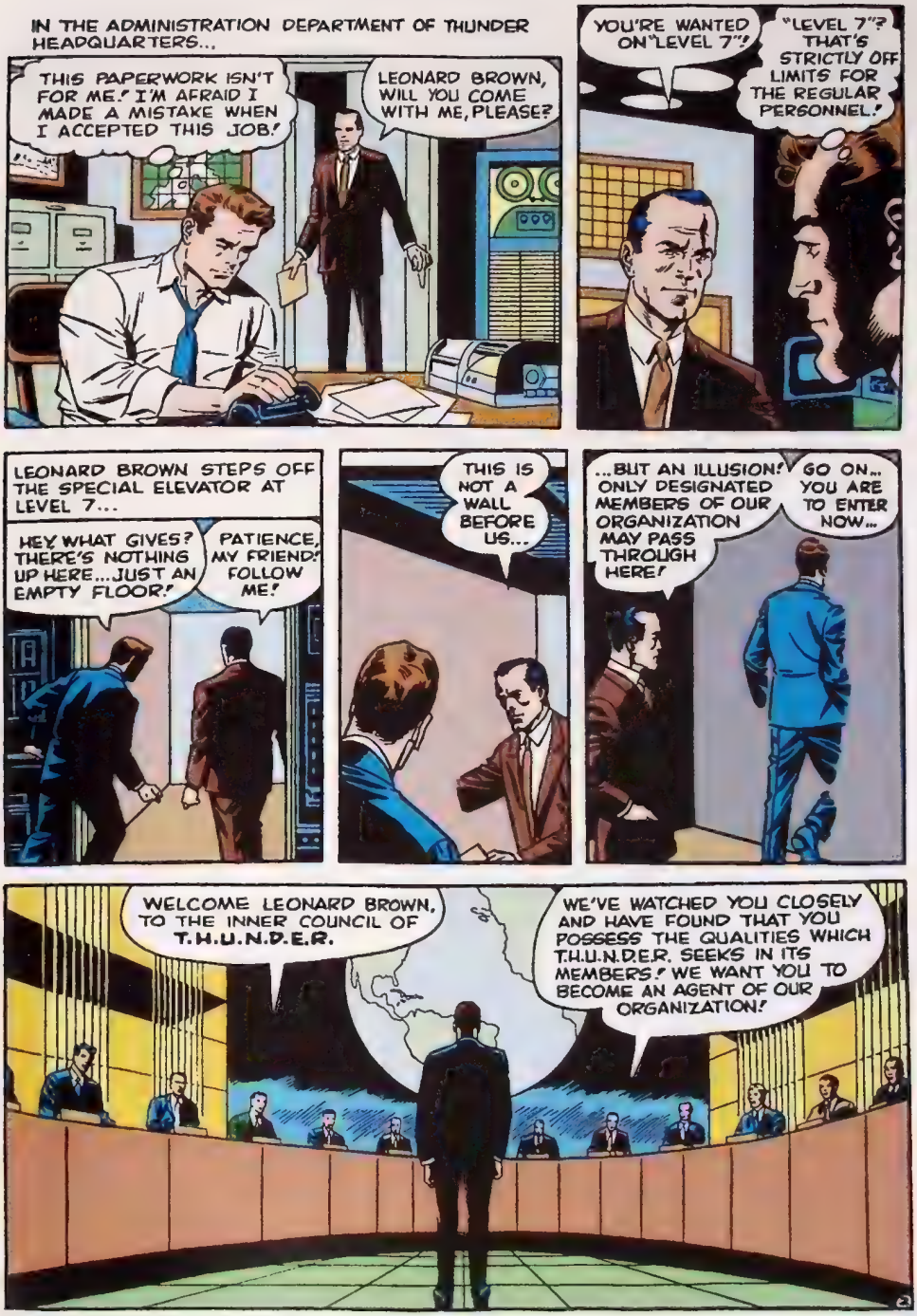
WE FIRST HEARD OF HIM TWO YEARS AGO, WHEN AN ATTEMPT WAS MADE TO STEAL THE NEWEST ATOMIC ENGINE! WE CAPTURED ONE OF HIS MEN...

FROM THIS MAN WE LEARNED THAT HE IS OUT TO STEAL EVERY SCIENTIFIC DEVELOPMENT HE CAN!
2

...AND WE ALSO LEARNED THAT THOUGH HE HAS RECRUITED EVERY AVAILABLE CRIMINAL AND SPY, NOT ONE HAS SEEN HIM!
BUT HOW..?
ONLY HIS TOP LIEUTENANTS EVER COMMUNICATE WITH HIM AND EXECUTE HIS PLANS!
HOW THIS TAKES PLACE WE CAN ONLY GUESS!
NOW HE'S GOTTEN TO THIS EXPERIMENTAL STATION AND OUR MOST ADVANCED RESEARCH...
AND SINCE THE PROFESSOR NEVER KEPT NOTES, ALL THESE DEVICES WILL BE HIS SOLE PROPERTY.. WE CAN NEVER DUPLICATE THEM!
THEY DIDN'T HAVE TIME TO GET EVERYTHING, SIR! LOOK AT THESE!
LATER, AT THE SECRET HEADQUARTERS OF THUNDER...
THE HIGHER UNITED NATIONS DEFENSE ENFORCEMENT RESERVES
WE'VE STILL NOT BEEN ABLE TO FIGURE OUT THE SECRETS OF THESE DEVICES!
AT LEAST WE HAVE THE PROTOTYPE MODELS, EVEN THOUGH WE DON'T KNOW HOW THEY WORK!

THE FIRST IS AN ELECTRON MOLECULAR INTENSIFIER BELT WHICH WILL MAKE THE WEARER'S BODY STRUCTURE CHANGE TO THE CONSISTENCY OF STEEL!
THEN WE HAVE A LIGHT POLARIZER MATERIAL WHICH IS COMPLETELY NON-REFLECTING... IN EFFECT, AN INVISIBILITY CLOAK!
...AND THIS ONE WE'RE NOT SURE OF! IT SEEMS TO BE A CYBERNETIC HELMET... IT COULD BE DANGEROUS, BUT IT COULD AMPLIFY A MAN'S BRAIN POWER MANY TIMES OVER...
THERE ARE NUMEROUS OTHERS... NEW WEAPONS, COMMUNICATION EQUIPMENT, COMPUTERS, AND SEVERAL WE HAVEN'T FIGURED OUT YET!
AN AGENT USING THESE DEVICES WOULD BE A ONE-MAN ARMY! BUT WE CAN'T TAKE THE CHANCE... IF HE WERE CAPTURED, WE'D LOSE ALL OF THEM!
BUT WE'LL HAVE TO USE THEM! WE MUST FIND AND TRAIN AT LEAST THREE SPECIAL AGENTS... THE BEST!
THEY'LL *HAVE* TO BE THE BEST TO COPE WITH THE WARLORD!
... AND SO THE SEARCH BEGINS..
4

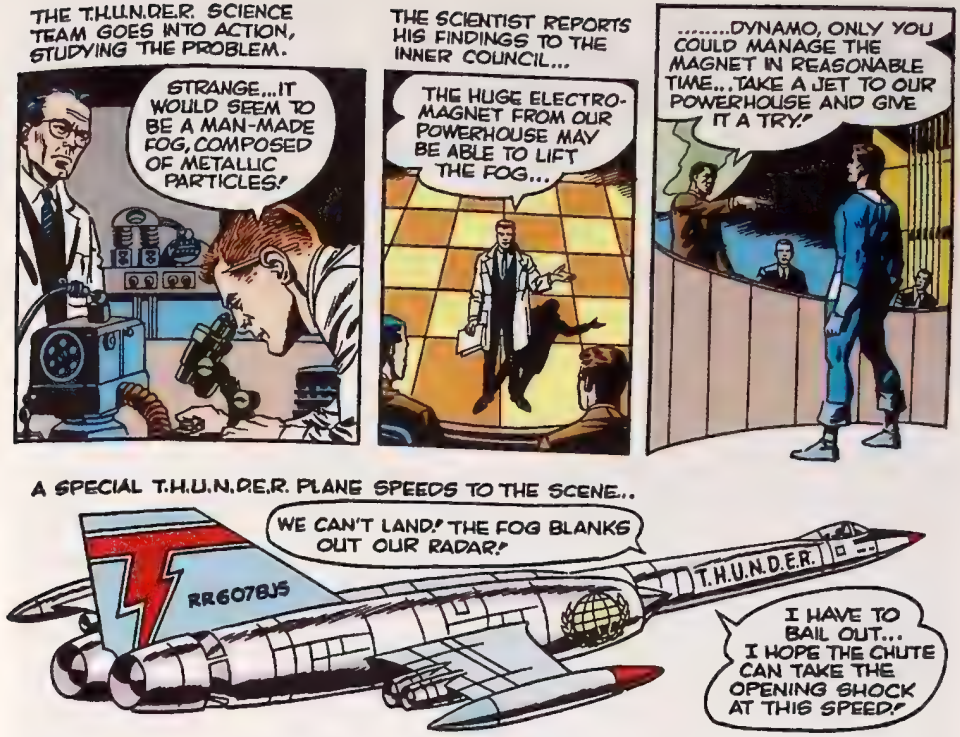
T.H.U.N.D.E.R.
AGENT
DYNAMO
in
"MENACE
OF THE
IRON FOG"
wallace
wood

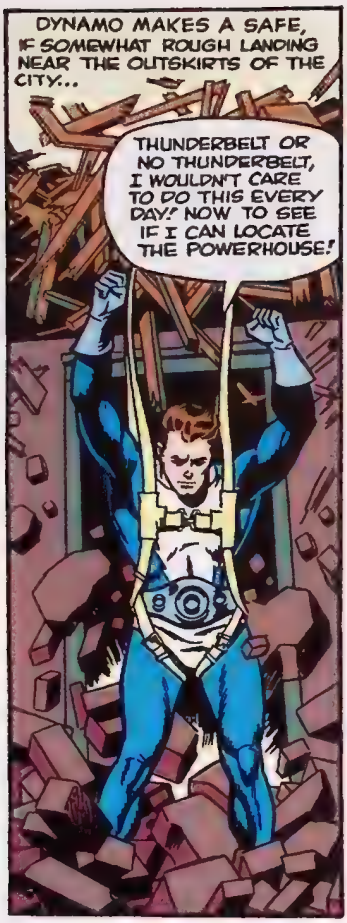

IN THE ADMINISTRATION DEPARTMENT OF THUNDER HEADQUARTERS...
THIS PAPERWORK ISN'T FOR ME! I'M AFRAID I MADE A MISTAKE WHEN I ACCEPTED THIS JOB!
LEONARD BROWN, WILL YOU COME WITH ME, PLEASE?
YOU'RE WANTED ON "LEVEL 7"!
"LEVEL 7"? THAT'S STRICTLY OFF LIMITS FOR THE REGULAR PERSONNEL!
LEONARD BROWN STEPS OFF THE SPECIAL ELEVATOR AT LEVEL 7...
HEY WHAT GIVES? THERE'S NOTHING UP HERE...JUST AN EMPTY FLOOR!
PATIENCE, MY FRIEND! FOLLOW ME!
THIS IS NOT A WALL BEFORE US...
...BUT AN ILLUSION! ONLY DESIGNATED MEMBERS OF OUR ORGANIZATION MAY PASS THROUGH HERE!
GO ON... YOU ARE TO ENTER NOW...
WELCOME LEONARD BROWN, TO THE INNER COUNCIL OF T.H.U.N.D.E.R.
WE'VE WATCHED YOU CLOSELY AND HAVE FOUND THAT YOU POSSESS THE QUALITIES WHICH T.H.U.N.D.E.R. SEEKS IN ITS MEMBERS! WE WANT YOU TO BECOME AN AGENT OF OUR ORGANIZATION!

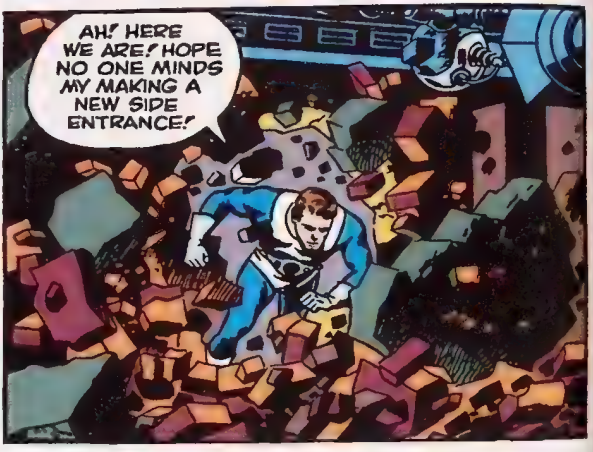
LATER, AFTER A PRELIMINARY BRIEFING AND EXAMINATION...
BECAUSE OF YOUR PHYSICAL STAMINA, YOU'VE BEEN SELECTED TO USE THE "THUNDER-BELT"...
IT WILL CHANGE YOUR BODY'S ATOMIC STRUCTURE... PUT IT ON!
IN FIVE MINUTES THE BELT WILL HAVE ATTUNED ITSELF TO YOUR METABOLISM! THEN ONLY YOU WILL BE ABLE TO USE IT!
FIVE MINUTES LATER...
ENOUGH TIME HAS ELAPSED! NOW—TURN THE DIAL ON YOUR BELT!
AS HE TURNS THE DIAL, THE VERY ATOMS OF THE SURROUNDING AIR ARE RENT BY THE CHARGE OF ENERGY RELEASED..
CR-RACK!
IT WORKED! YOUR BODY IS NOW SEVERAL TIMES DENSER THAN NORMAL MATTER... AND SO YOUR WEIGHT HAS INCREASED IN PROPORTION!
WE DON'T KNOW YET HOW POWERFUL YOU'VE BECOME...SO HIT THIS TARGET WITH ALL YOUR MIGHT! THE IMPACT WILL REGISTER ON THE DIAL...
OKAY... HERE GOES! I'LL PROBABLY WIND UP BREAKING MY HAND... WHA...!?
KRUMF!
3

INCREDIBLE! EVEN WE HAD NO IDEA OF THE POWER YOU NOW POSSESS!
THAT WALL WOULD WITHSTAND THE BLAST FROM AN ARTILLERY SHELL! YOUR MUSCLES MUST NOW BE AS STRONG AS STEEL!
BROWN, YOU ARE NOW THE STRONGEST MAN ALIVE... BUT YOU MUST BE CAREFUL!
YOU MUST NEVER USE THE POWER OF THE BELT FOR MORE THAN A FEW MINUTES AT A TIME!
WHY? WHAT WILL HAPPEN?
SINCE YOUR BODY'S MASS IS INCREASED, THE DRAIN ON YOUR ENERGY IS ENORMOUS! IT CAN BE EXTREMELY DANGEROUS...
...IF YOU EXERT YOURSELF FOR A PROLONGED PERIOD OF TIME, YOU MAY EVEN BE RISKING YOUR LIFE!
NOW, PUT ON THIS COSTUME... IT IS OF A SPECIALLY DESIGNED METALLIC FABRIC WHICH WILL PROTECT YOU TO SOME EXTENT EVEN WHEN THE BELT IS OFF!
YOU ARE HENCEFORTH TO BE KNOWN AS "DYNAMO" TELL ABSOLUTELY NO ONE ABOUT THIS, OR ANYTHING ABOUT THE ORGANIZATION!
NOW ALL THAT REMAINS IS TO SWEAR YOU IN...
MEANWHILE...
LOOK AT THE HEAVY FOG MOVING IN!
STRANGE... THE FORECAST WAS FOR CLEAR WEATHER!
...AND SOON THE CITY IS ENGULFED IN A FOG DENSER THAN ANY FOG EVER SEEN ON EARTH...
4

AS THE EERIE FOG SPREADS, PANIC BREAKS OUT! ACCIDENTS CAUSE UNTOLD DAMAGE!
LOOK OUT!
TRAFFIC IN THE CITY COMES TO A STANDSTILL, EXCEPT FOR A STRANGE ARMORED VEHICLE WHICH RACES THROUGH THE STREETS...
MEANWHILE, ON A REMOTE ISLAND, MILES FROM THE SCENE...
IRON MAIDEN REPORTING! EVERYTHING HAS GONE ACCORDING TO YOUR PLANS, WARLORD!
THE CITY IS PARALYZED.. EVERYTHING IS IN COMPLETE CHAOS! THE POLICE WILL NOT EVEN KNOW WHAT WE'RE DOING UNTIL IT IS TOO LATE!
OF COURSE, MY DEAR! I NEVER FAIL! I ONLY HOPE YOUR ARMORED SQUAD COMPLETES THEIR MISSION SWIFTLY!
IN THE MIDST OF THE HAVOC, STRANGE GOGGLED FIGURES IN ARMOR MOVE IN...
THE BLACK LIGHT IS WORKING TO PERFECTION! WE HAVE UNLIMITED VISION!
...AND LOOT RARE RADIOACTIVE MATERIALS FROM SCIENTIFIC SUPPLY HOUSES...
STOP OR I'LL FIRE!
HA! FOOL!
BRRT
THE PRESIDENT OF THE UNITED STATES SUMMONS HIS ADVISORS...
THIS IS AN EMERGENCY! POLICE AND TROOPS ARE IMMOBILIZED, AND WE NEED TO ACT INSTANTLY!
AND SO A CALL GOES OUT VIA SECRET SATELLITE TO THE ONE GROUP WHICH THE GOVERNMENT CAN CALL ON IN THIS CRISIS...
CALLING T.H.U.N.D.E.R.! URGENT! U.S. GOVERNMENT REQUESTS AID!

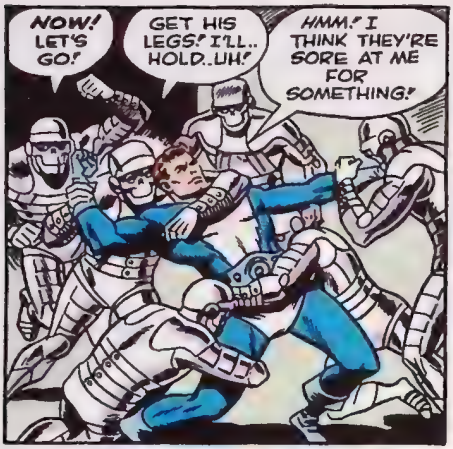

THE T.H.U.N.D.E.R. SCIENCE TEAM GOES INTO ACTION, STUDYING THE PROBLEM.
STRANGE...IT WOULD SEEM TO BE A MAN-MADE FOG, COMPOSED OF METALLIC PARTICLES!
THE SCIENTIST REPORTS HIS FINDINGS TO THE INNER COUNCIL...
THE HUGE ELECTRO-MAGNET FROM OUR POWERHOUSE MAY BE ABLE TO LIFT THE FOG...
.....DYNAMO, ONLY YOU COULD MANAGE THE MAGNET IN REASONABLE TIME...TAKE A JET TO OUR POWERHOUSE AND GIVE IT A TRY!
A SPECIAL T.H.U.N.D.E.R. PLANE SPEEDS TO THE SCENE..
WE CAN'T LAND! THE FOG BLANKS OUT OUR RADAR!
RR607835
T.H.U.N.D.E.R.
I HAVE TO BAIL OUT... I HOPE THE CHUTE CAN TAKE THE OPENING SHOCK AT THIS SPEED!
THE THUNDER AGENT TAKES A DESPERATE CHANCE, AS HE JUMPS FROM THE SWIFT JET...
WELL, HERE GOES! GERONIMO!
AND THEN...
THE CHUTE! IT'S RIPPED!
I WAS AFRAID OF THIS! ...CAN'T EVEN TELL HOW CLOSE I AM TO THE GROUND...MY ONLY CHANCE IS THE THUNDERBELT!
A TWIST OF THE DIAL AND.
ZZZAP!
6


DYNAMO MAKES A SAFE, IF SOMEWHAT ROUGH LANDING NEAR THE OUTSKIRTS OF THE CITY...
THUNDERBELT OR NO THUNDERBELT, I WOULDN'T CARE TO DO THIS EVERY DAY! NOW TO SEE IF I CAN LOCATE THE POWERHOUSE!



.....DYNAMO'S MUSCLES STRAIN AS HE DASHES THROUGH THE STREETS CARRYING THE HUGE MAGNET...BUT THE SCHEME SUCCEEDS! THE METALLIC CLOUD IS DRAWN AFTER HIM...

IN MOMENTS HE HAS CLEARED THE CITY...
NOW WE'LL SEND YOU OUT TO SEA...
SUDDENLY THE STRANGE ARMORED CAR APPEARS...
THE FOG'S DISAPPEARED!? ...AND WHO'S THAT CLOWN?
WHO CARES! RUN HIM DOWN!
BUT...HE'S JUST STANDING THERE! WHAT...?!
HE'S NOT HUMAN! HE...UHHH!
THESE BOYS PLAY ROUGH!
I TAKE IT THIS IS YOUR FOG MACHINE... IT MIGHT NEED SOME MINOR REPAIRS!
GET HIM! GRAB HIM, YOU GUYS!
ARE YOU NUTS? HE WRECKED THE TRUCK AND LOOK!
COME ON! LET'S NOT STAND AROUND DISCUSSING IT...WE'RE PRETTY INVULNERABLE IN THESE SUITS OURSELVES!
OOPS! I'M AFRAID I'VE DROPPED IT...TOUGH LUCK!


NOW! LET'S GO!
GET HIS LEGS! I'LL.. HOLD..UH!
HMM.! I THINK THEY'RE SORE AT ME FOR SOMETHING!

YOU'RE COMING WITH US...DON'T TRY TO-- WHUF!
THANKS FOR THE INVITATION, GUYS... BUT I'M BOOKED SOLID!

GOT TO GET THIS OVER WITH FAST... I MUST BE NEAR THE END OF MY ENDURANCE...
...YOU BOYS DON'T KNOW HOW TO TAKE "NO" FOR AN ANSWER!

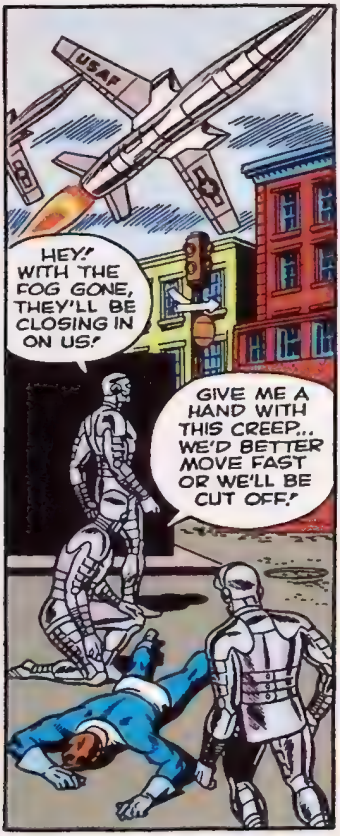
GOT 'IM!
ALL THIS ATTENTION IS VERY FLATTERING, BUT-

...REALLY, YOU'RE BEGINNING TO ANNOY ME!
JSON

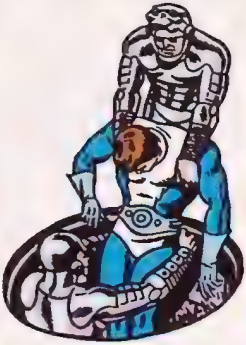
OH, OH! I CAN FEEL MYSELF GROWING WEAKER! I'VE OVER-EXTENDED MYSELF!

MUST FINISH THEM OFF NOW! NOT MUCH TIME LEFT!
LET'S SEE IF HE CAN STAND UP TO THIS!
EVEN THUNDERBOLT'S IRON FRAME IS SHAKEN BY THE CONCUSSION...
I THINK THAT DID IT! PILE ON 'IM BEFORE HE CAN RECOVER!
WHOOM!
WHEW! BLACKED OUT FOR A MINUTE...I'M GETTING SO... WEAK!
OKAY, WISE GUY...NOW IT'S OUR TURN!
IN ONE LAST VALIANT EFFORT...
HE...HE'S TOO MUCH FOR US!
I HATE TO RESORT TO THIS, BUT HE'S TOO DANGEROUS!
AT THIS RANGE I CAN'T MISS! SO LONG, PAL!
RAT
ALTHOUGH HIS SKIN IS NOT PENETRATED, THE IMPACT HURLS THE THUNDER AGENT BACK AGAINST A WALL...
TAT A TAT TAT
10

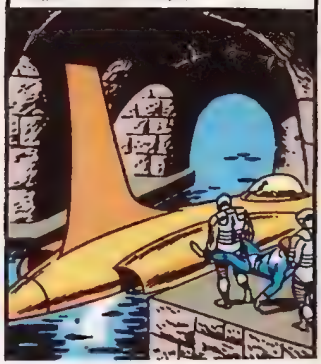
AT THAT MOMENT, AIR FORCE JETS ARRIVE ON THE SCENE...



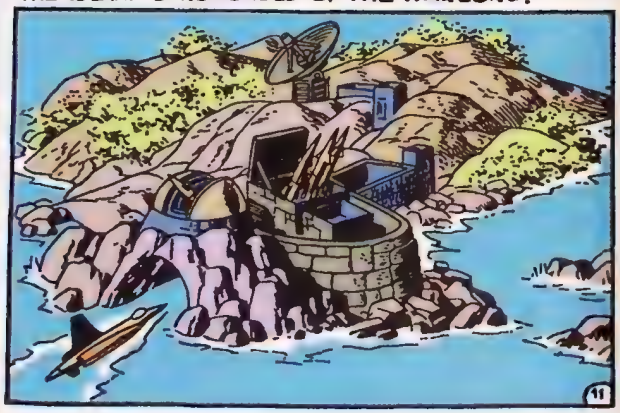
THE UNCONSCIOUS DYNAMO IS LOWERED INTO AN OPEN MANHOLE...



AND THE GANG MAKES ITS WAY THROUGH THE SEWERS TO WHERE A STRANGE CRAFT WAITS...

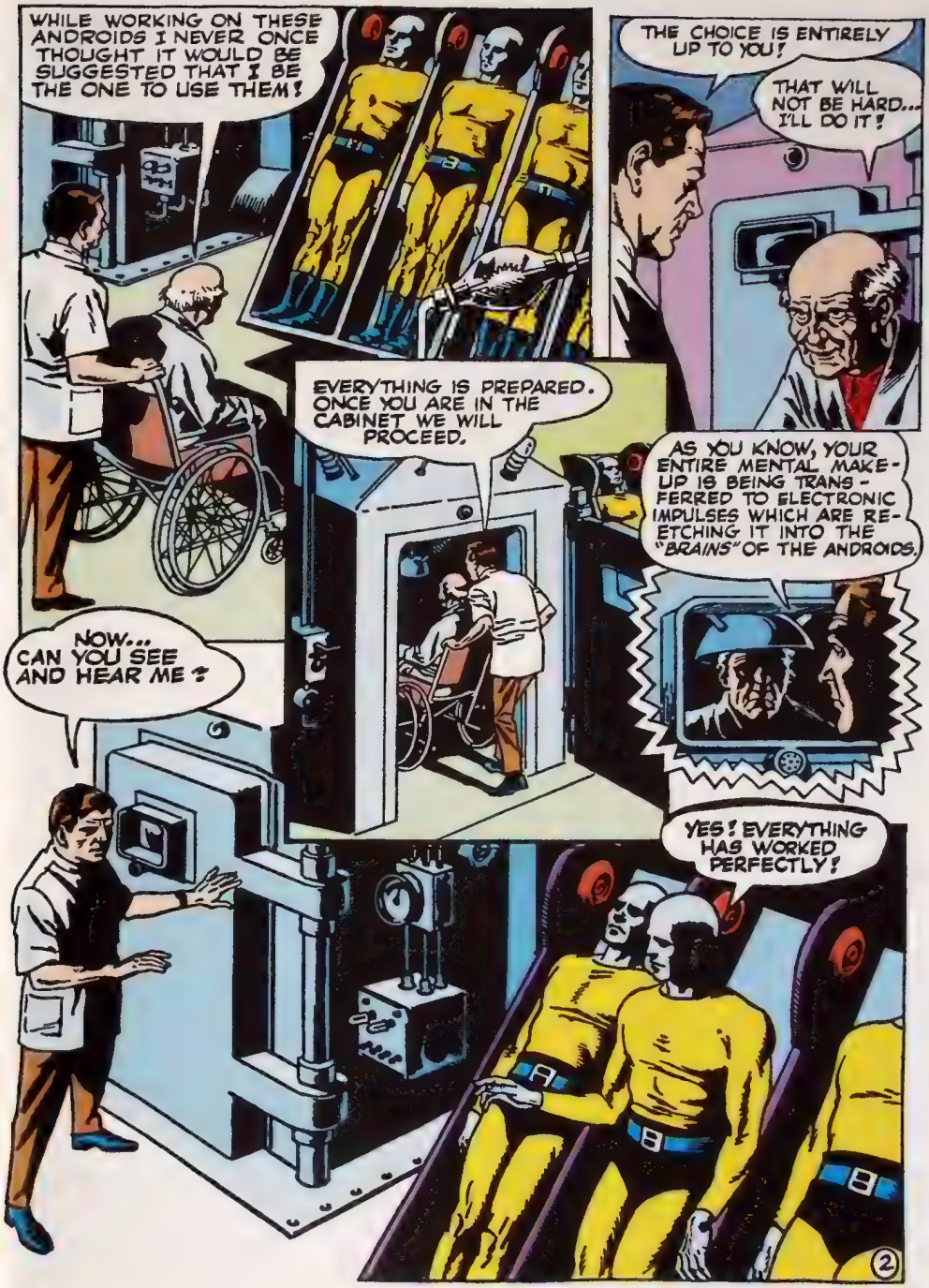


HOURS LATER THEY SURFACE AT THEIR DESTINATION... THE ISLAND STRONGHOLD OF ***THE WARLORD!***



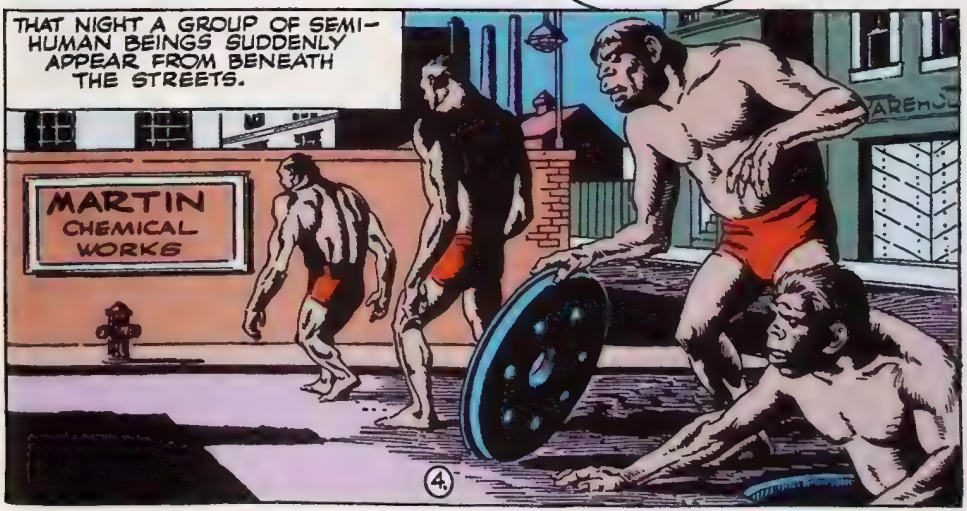
CONSCIOUSNESS SLOWLY RETURNS TO DYNAMO.....
OOHH... WHAT... WHERE...?
...I'M STILL...SO WEAK! WHAT TH- I'M IN CHAINS!
...AND MY THUNDERBELT IS GONE!
SO YOU ARE THE MIGHTY DYNAMO! YOU DON'T APPEAR TO BE AS POWERFUL AS MY MEN REPORTED!
MY BELT! WHERE IS MY BELT?
YOUR WHAT? NOW, WHY SUCH CONCERN OVER A MERE BELT?
AS A MATTER OF FACT, ONE OF MY MEN TOOK A FANCY TO IT! I GAVE IT TO HIM AS A REWARD FOR YOUR CAPTURE!
BUT NOW I WONDER...YOU WILL TELL ME THE SECRET OF YOUR PRECIOUS BELT!
DON'T LOOK SO DISMAYED, DYNAMO! YOU'RE SAFE HERE! AND THINK OF THE GRANDSTAND SEAT YOU'LL HAVE FOR THE BIG SHOW, WHEN THE WARLORD GIVES THE SIGNAL TO BEGIN THE CONQUEST OF THE WORLD!

T.H.U.N.D.E.R. AGENT
NoMan
ARE YOU SURE YOU WANT TO GO THROUGH WITH THIS, DOCTOR DUNN?
LOOK AT ME, YOUNG MAN... NEED YOU ASK?
IT WILL MEAN IMMORTALITY IF SUCCESSFUL... BUT EVEN IF IT DOES SUCCEED....
I KNOW... I WILL CEASE BEING.... HUMAN!
BUT I'M AN OLD MAN NOW, AND THIS BODY OF MINE CAN'T SURVIVE MUCH LONGER ANYWAY... EVEN IF THE EXPERIMENT IS A FAILURE, I WON'T HAVE LOST MUCH!
BUT WE WILL MISS YOUR GREAT MIND, DOCTOR! AFTER ALL, IT WAS YOUR EXPERIMENTS IN COLLABORATION WITH PROF. JENNINGS, BEFORE HIS DEATH, THAT PERFECTED THIS EXPERIMENT!

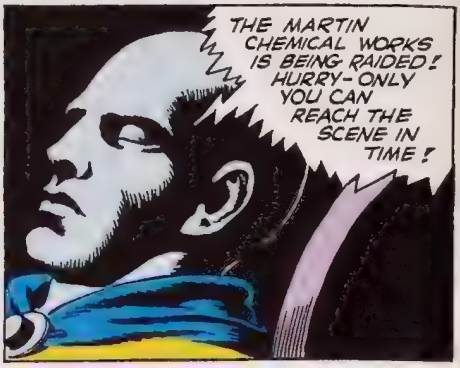

WHILE WORKING ON THESE ANDROIDS I NEVER ONCE THOUGHT IT WOULD BE SUGGESTED THAT I BE THE ONE TO USE THEM!
THE CHOICE IS ENTIRELY UP TO YOU!
THAT WILL NOT BE HARD... I'LL DO IT!
EVERYTHING IS PREPARED. ONCE YOU ARE IN THE CABINET WE WILL PROCEED.
AS YOU KNOW, YOUR ENTIRE MENTAL MAKE-UP IS BEING TRANS-FERRED TO ELECTRONIC IMPULSES WHICH ARE RE-ETCHING IT INTO THE "BRAINS" OF THE ANDROIDS.
NOW... CAN YOU SEE AND HEAR ME?
YES! EVERYTHING HAS WORKED PERFECTLY!
2

IT WAS WORTH THE RISK! FOR THE FIRST TIME IN YEARS I FEEL YOUNG AND STRONG!
NOW THE OTHER EXPERIMENT WE PLANNED, DOCTOR ....
YES, I CAN TRANSFER MY CONSCIOUSNESS INTO ANY OF THE ANDROIDS I CHOOSE!
PERFECT! YOU MAY BE THE MOST VALUABLE AGENT WE'LL HAVE!
WITH THE ADDITION OF THIS INVISIBILITY CLOAK YOU'LL BE THE MOST POTENTIALLY POWERFUL SPY THE WORLD HAS EVER KNOWN!
AS YOU TURN THE DIAL ON THE CLOAK YOU'LL BEGIN TO DISAPPEAR!
... AND NOW YOU ARE COMPLETELY INVISIBLE!
FROM NOW ON, CALL ME "NOMAN"!
3

UNKNOWN TO THE IMMORTAL AGENT HIS POWERS WILL SOON BE TESTED BY THE WARLORD'S MOST FORMIDABLE UNDERWORLD AGENT.... "DEMO"
THE TIME HAS COME! THE WARLORD HAS GIVEN US OUR FIRST ASSIGNMENT. WE SHALL LEAVE OUR CAVERN RETREAT AND STRIKE TONIGHT!
THE SUB-MEN ARE READY, MIGHTY DEMO!
AND WHAT ARE THESE MYSTERIOUS SUB-MEN OF YOURS, DEMO?
ONE OF THE MOST EFFECTIVE ARMIES YOU WILL EVER SEE, SATANA! THEY ARE SUB-HUMAN IN INTELLIGENCE ONLY. THEIR STRENGTH IS INCREDIBLE! RIGHT NOW THEY ARE MASSING BENEATH THE STREET NEXT TO OUR OBJECTIVE..
THEY ARE TO STEAL VALUABLE CHEMICAL ELEMENTS WE NEED FOR OUR FORCES... IN THE BATTLE TO TAKE OVER THE WORLD!
BEFORE LONG I SHALL BE ONE OF THE MOST FEARED MEN ON EARTH... SECOND ONLY TO THE "WARLORD" HIMSELF....


THAT NIGHT A GROUP OF SEMI-HUMAN BEINGS SUDDENLY APPEAR FROM BENEATH THE STREETS.
MARTIN CHEMICAL WORKS
4

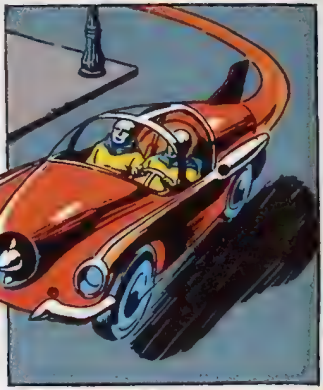
FROM A RECEIVER BUILT WITHIN THE TEMPLE OF THE ANDROID, THE MESSAGE IS RECEIVED BY THE UNSEEN AGENT.

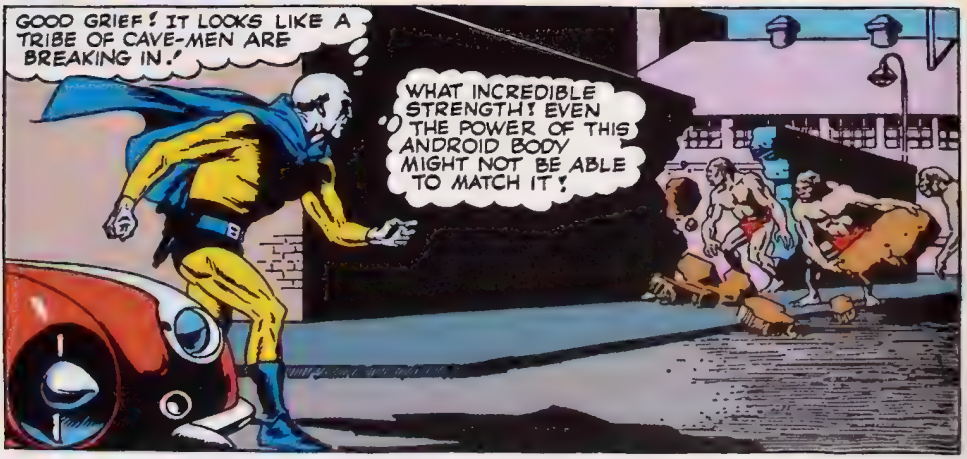


NOMAN QUICKLY SPRINGS INTO ACTION..... RACES TO HIS T.H.U.N.D.E.R. CAR...

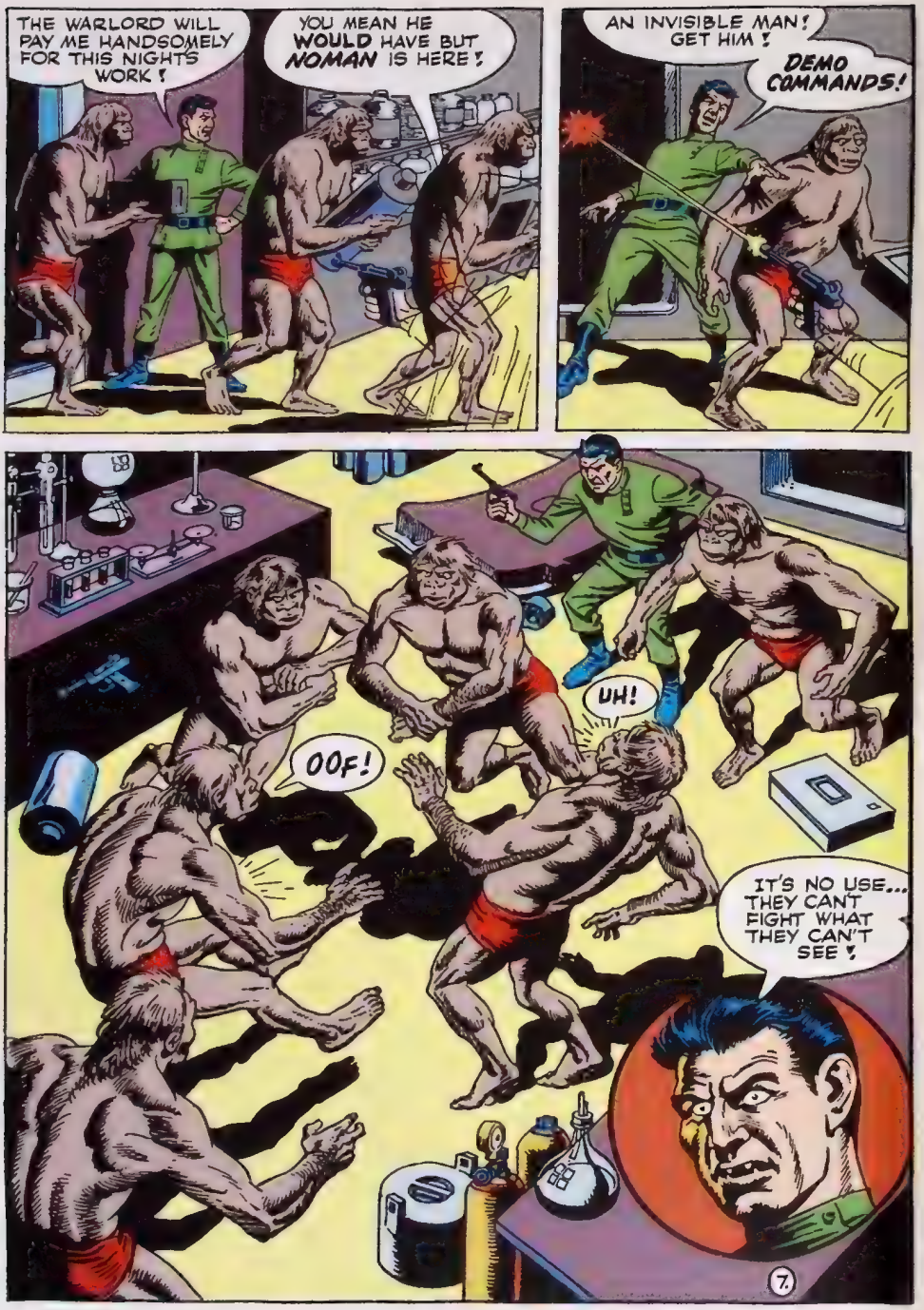
...TRANSFERS HIS MIND TO A SECOND BODY WHICH HE TAKES ALONG AS A "SPARE"...

AND, MOMENTS LATER IS STREAKING TO THE SCENE OF THE SUB-MEN'S ATTACK!



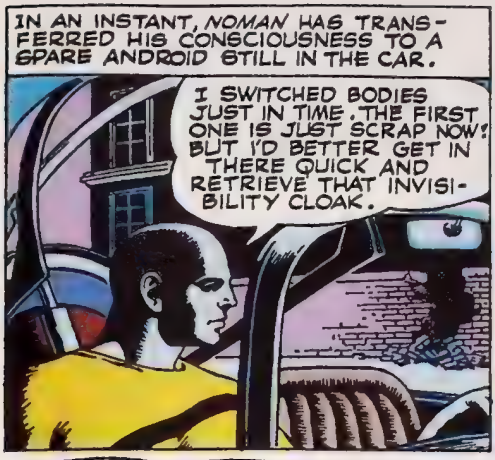

GOOD GRIEF! IT LOOKS LIKE A TRIBE OF CAVE-MEN ARE BREAKING IN!
WHAT INCREDIBLE STRENGTH! EVEN THE POWER OF THIS ANDROID BODY MIGHT NOT BE ABLE TO MATCH IT!

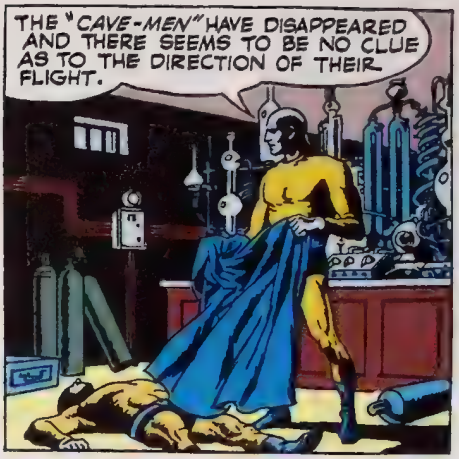
QUICKLY NOMAN TURNS THE DIAL ON HIS CAPE....
THE CAPE BECOMES CHARGED SO THAT ITS BLACK COLOR BECOMES ABSOLUTE BLACK REFLECTING NO LIGHT!
AND NOMAN BECOMES THE UNSEEN AGENT!
INSIDE....
I COMMAND YOU TO BREAK THROUGH THAT DOOR SO THAT WE MAY NOW LEAVE WITH OUR LOOT!
TOP SECRET
AUTHORIZED PERSONNEL ONLY
AS THUNDER HEADQUARTERS SUSPECTED, IT LOOKS LIKE A PLOT TO STEAL SOME NEW CHEMICAL EXPERIMENT!
6.


THE WARLORD WILL PAY ME HANDSOMELY FOR THIS NIGHTS WORK!
YOU MEAN HE WOULD HAVE BUT NOMAN IS HERE!
AN INVISIBLE MAN! GET HIM!
DEMO COMMANDS!
UH!
OOF!
IT'S NO USE... THEY CAN'T FIGHT WHAT THEY CAN'T SEE!
7.

IF I CAN JUST TOSS SOME EXPLOSIVE BULLETS IN WITHOUT HITTING THE SUB-MEN....
I DIDN'T HIT HIM BUT THAT CHEMICAL LIQUID HAS MADE HIM ALMOST VISIBLE!
HIS OUTLINE IS VISIBLE NOW.... BUT HE'S STILL WINNING! HIS STRENGTH IS AS INHUMAN AS THAT OF MY SUB-MEN! IF I COULD ONLY GET A CLEAR SHOT!
8

DESPITE HIS CHEMICALLY ACQUIRED VISIBILITY NOMAN IS STILL AN ELUSIVE TARGET!
BANG!
BLAST!
EEEEEEE EEEE!
THE POLICE! I'VE GOT TO FINISH HIM QUICKLY!
STEADY...
..GOT HIM!
THE ANDROID FALLS TO THE FLOOR... ITS MECHANISMS DEMOLISHED!
9.


IN AN INSTANT, NOMAN HAS TRANSFERRED HIS CONSCIOUSNESS TO A SPARE ANDROID STILL IN THE CAR.
I SWITCHED BODIES JUST IN TIME. THE FIRST ONE IS JUST SCRAP NOW! BUT I'D BETTER GET IN THERE QUICK AND RETRIEVE THAT INVISIBILITY CLOAK.



LATER
AND YOU SAY, THAT THIS INVISIBLE MAN WAS ABLE TO DEFEAT ALL OF YOUR SUB-MEN?
YES, SATANA... HE WON THIS TIME, BUT WE WILL MEET AGAIN SOON, I AM SURE!

AND FROM THE PLACE WHERE I FOUND MY SUB-MEN, I WILL BRING FORTH SOMETHING EVEN MORE TERRIBLE! DEMO WILL NOT REMAIN DEFEATED FOR LONG!

AND AT THUNDER HEADQUARTERS...
YOU MUST BE MORE CAREFUL IN THE FUTURE, NOMAN! ASIDE FROM ALMOST LOSING YOUR IMMORTAL BRAIN, YOU ALMOST LOST THE INVISIBILITY CLOAK AS WELL!
AT LEAST THE CHEMICAL EXPERIMENTS WERE SAVED. I WONDER WHERE THE WARLORD WILL STRIKE NEXT?

NOMAN WILL FIND OUT (AND SO WILL WE) IN THE NEXT ISSUE OF.... THUNDER AGENTS

Face to Face

For many months, THUNDER Headquarters had been converting information onto special code cards used by the giant electronic computers which lined the walls of the headquarters. The information concerned The Warlord—every scrap of information that had ever been known concerning his past activities. From this, it was hoped that the complex computers would be able to furnish some clue as to where The Warlord had come from and who he was.

Upon ordinary examination, it seemed that little had been learned. The Warlord was the unseen head of a large organization whose goal was to gain scientific supremacy over the largest nations of the world. But, to the officials at THUNDER Headquarters, the threat of The Warlord was a very serious matter. They alone knew that The Warlord possessed many incredible scientific discoveries that would be of definite threat to ANY nation on earth.

From information which seemed simple enough on the surface, the computers found several definite patterns which had gone unnoticed by the human observers, and had analyzed the types of weapons used by Warlord agents across the nation, and reconstructed supply routes. They had analyzed the types of vehicles used, and reconstructed the paths they would have to take prior to their first sighting. They analyzed the dates of each attack, the number of men taking part in each.

The end result was a series of graphs which all pointed to one spot on the map. According to the computers, it was more than probable that all of the Warlord operations had started at one certain spot, exactly three months before the first evidence of their plot became known. THUNDER decided to use NoMan to scout the location indicated on the map, to see if any clues to The Warlord still existed at that point.

Hiding the sleek, streamlined vehicle which had been furnished him by THUNDER, NoMan had carefully surveyed the wooded area located at the point on the map indicated by the computer. In a clearing was located a large structure of white concrete.

Running swiftly around the side of the building, NoMan found that there was no obvious entrance-way into the structure. Suddenly, however, a steel ladder began to project from the top of the first level, and then lower itself to the ground. Two men dressed in black uniforms descended armed with small ray guns. As soon as they reached the ground and started slowly in the direction of the woods, the invisible NoMan hopped onto the ladder, and climbed to the top. Here he found a small open doorway and darted inside. A runway led to a lower level. He followed this until he came to a large room filled with various types of control instruments. Set in one wall was a gigantic television receiver.

Suddenly a door at the other end of the room opened, and two dozen men dressed in white filed inside. Almost simultaneously, the large television receiver began to flicker into life. But the image that appeared on it was in shadow. All that could be seen of the face were two glowing eyes, shining intensely from beneath the cowl which covered the top part of the head. NoMan needed no one to tell him that he was getting his first glimpse of The Warlord.

"You have been careless!" came the Warlord's voice from all corners of the room. The distortion made it impossible to identify in any way. "Someone has gotten within range of the #1 base! It is fortunate that it has only one more major function to serve before it is abandoned. . . . But that function is of utmost importance, so NOTHING must be allowed to threaten it at this time. Do not waste time searching for the intruder in the woods. Lock all entrances immediately, including the underground

garage entrances, so that no one can enter for at least an hour. That will be sufficient time for the electronic brains to finish their final problem. Since they were too complicated and large to transport to my newest base, I have been entrusting you to see that they finish their final function where they are. Within one hour, their months of calculations should be at an end, and I will at last have the long-awaited blueprint for undermining every government of the world. I am counting on you to see that the machines continue to function smoothly. As soon as they are finished, you can proceed with the evacuation. At my signal, you will activate the timing device on the bomb which will completely destroy the #1 base, and then you will leave immediately. Since none of you know how to make further contact with me, you will receive your payment through the mail. Each of you will receive the two and one half million dollars promised within the week at your own homes, and you will never speak to ANYONE of your work for The Warlord!"

As The Warlord spoke, the invisible THUNDER agent quickly scanned the scientific devices on the wall. Even his own vast knowledge of electronics left him unable to understand many of them. Then his eyes fell upon the intricate mechanism labeled "DESTRUCT SWITCH." On the front of it was a large dial which appeared to be a timing device. But the brilliant mind of NoMan was quickly able to penetrate the confusion of attachments to realize the truth. No matter at what time the dial was set upon, as soon as the starting switch was pulled, the electric impulse would be sent to the explosives immediately. The Warlord had no intention of keeping his word to pay his scientists the millions he had promised. He did not trust them, and planned that none should live for more than another hour. And so The Warlord proved true to the breed from which all tyrants throughout history had sprung.

NoMan waited no longer. From his belt, he removed a small cylinder of powerful tear gas. Quickly, he released the gas and the cinnamon-like odor soon permeated the entire room. The powerful fumes stabbed quickly at the eyes and lungs of the inhabitants, and sent them stumbling swiftly for fresh air. Impervious to such gases, the android body of NoMan remained alert, and acted with methodical precision. Quickly he rearranged the wiring upon the timing device so that it actually would function as the scientists had believed. Then he set it to charge the explosives within ten minutes. He pushed the alarm bell next to the switch to alert anyone else that might still be within the structure that the installation was primed for destruction, as they had undoubtedly been pre-warned, and then hastened toward the door through which he had first entered. He found all of the scientists upon the roof of that level, and quickly shouted a warning to them to head for the woods. He then descended the ladder himself, and retraced his steps into the woods.

Moments later, there was a blinding flash of light, and the first of The Warlord's bases was gone.

NoMan marvelled at the incredible luck that had enabled him to reach the base in time to upset The Warlord's activities only one hour before it would have been too late. Although he had failed in gaining the much wanted clue to The Warlord's true identity, his mission had certainly not been a failure. But although he had achieved an accomplishment that would cause a major setback to The Warlord's plans, he was also aware that The Warlord would eventually find the means to overcome this upset and continue on with his campaign to subjugate the world. . . . UNLESS the THUNDER agents could track him to his lair and put a final end to his activities. But would ,they be able to? Only time would tell.

MENTHOR

POTENTIAL CANDIDATES FOR T.H.U.N.D.E.R MUST MEET THE HIGHEST MENTAL AND PHYSICAL STANDARDS IN THE WORLD.
THEIR BACKGROUNDS ARE INTENSIVELY INVESTIGATED.
IT IS THEREFORE IMPOSSIBLE FOR ENEMY AGENTS TO INFILTRATE T.H.U.N.D.E.R -- OR IS IT?
THE ENEMY WITHIN!

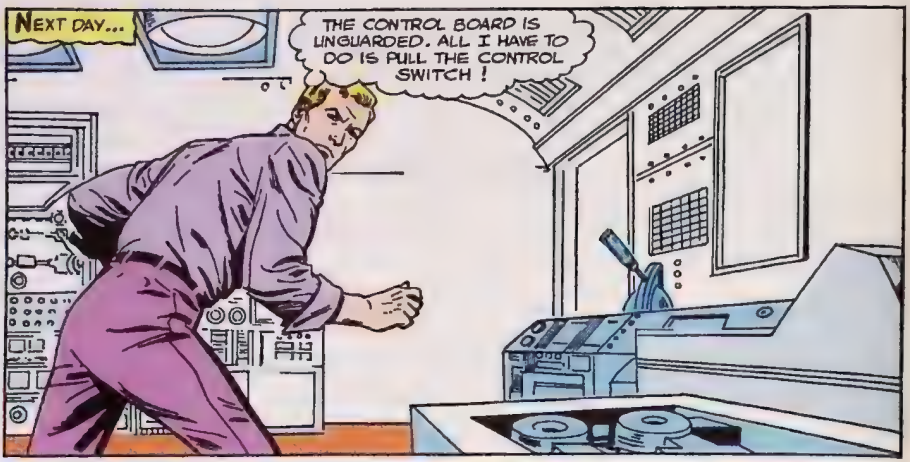
AT T.H.U.N.D.E.R. HEADQUARTERS RECRUITS ARE BEING TESTED...
THIS IS CHILD'S PLAY!
YOU HAVE TO BE A GENIUS TO ANSWER THESE QUESTIONS!
Hmm, THIS MAN IS THE FINEST PHYSICAL SPECIMEN I EVER EXAMINED.
NOW, MR. JANUS, COMES THE FINAL PHASE OF YOUR TEST.
I'M READY.
MEET MR. SUMO, THE WORLD'S FOREMOST KARATE AND JUDO EXPERT!
THE PLEASURE IS ALL MINE, MR. SUMO!
FANTASTIC! JANUS HAS ACHIEVED THE HIGHEST SCORE EVER! WHAT'S THE MATTER, DOCTOR?
I DON'T KNOW, THERE'S SOMETHING ABOUT THIS MAN...
NONSENSE, YOU'RE JUST NOT USED TO SUCH PERFECTION. HE HAS A BRILLIANT BACKGROUND-- GRADUATED AT THE HEAD OF HIS CLASS; ALL-AMERICAN ATHLETE HE SHOULD MAKE A FINE AGENT!
CONGRATULATIONS, MR. JANUS, WELCOME TO T.H.U.N.D.E.R.
I HOPE I PROVE WORTHY OF THE HONOR.
SO FAR SO GOOD! IT'S SIMPLE WITH THESE FOOLS IN CHARGE. NOW TO REPORT TO THE WARLORD!

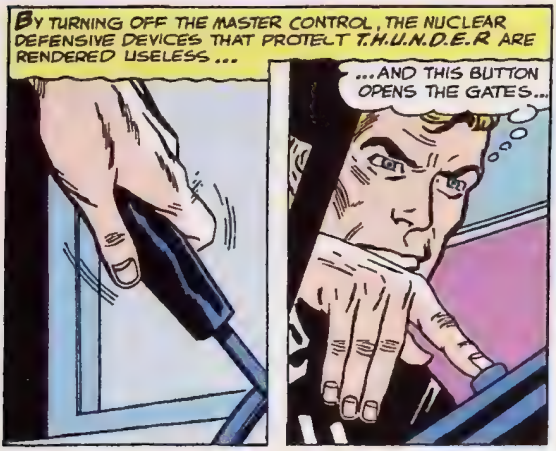
LATER, AT JANUS' APARTMENT...
I'VE BEEN ACCEPTED INTO T.H.U.N.D.E.R.-- AS AN AGENT!
NATURALLY-- I PLANNED IT THAT WAY!
I WANT T.H.U.N.D.E.R HEADQUARTERS AND ALL OF ITS PERSONNEL DESTROYED!
BUT HOW?
YOUR JOB IS TO SEE THAT MY MEN GAIN ENTRANCE, I WILL TAKE CARE OF THE REST..
DON'T FAIL ME!
NEXT DAY AT T.H.U.N.D.E.R HEADQUARTERS, EXPERTS ARE STUDYING ONE OF THE PROFESSOR'S LAST INVENTIONS...
THIS HELMET HAS NEVER BEEN TRIED.
WE DON'T EVEN KNOW WHAT IT DOES.
REGARDLESS OF THE CONSEQUENCES, IT MUST BE TESTED.
MEN, WE NEED A VOLUNTEER FOR AN EXTREMELY DANGEROUS ASSIGNMENT!
HERE'S MY CHANCE TO GET IN GOOD WITH THE BRASS!
I'D LIKE TO OFFER MY SERVICE!

YOU'RE A BRAVE MAN... THIS MAY COST YOU YOUR LIFE!
I'M READY!
HE HASN'T MOVED FOR TEN MINUTES!
GREAT SCOTT, HE'S DEAD!
YOU'RE WRONG, DOCTOR, I'M NOT DEAD!
WHAT THE... HOW DID YOU KNOW WHAT I WAS THINKING?
I CAN READ ALL OF YOUR THOUGHTS...
DO YOU REALIZE WHAT THIS MEANS...?
DOCTOR, THE UNITHOR COMPUTER IS ON THE BLINK. IT WILL TAKE WEEKS TO LOCATE THE TROUBLE!
IT'S MERELY A SHORT CIRCUIT IN THE BBZ MOLECULAR TUBE GENERATOR.
HE'S RIGHT... OOOPS...
BE CAREFUL.
THE COMPUTER IS FALLING! WE'LL BE KILLED!

EVEN THE LATE PROFESSOR DIDN'T REALIZE THE FULL POTENTIAL OF HIS INVENTION. IT CAUSES A SUB-CONSCIOUS PERSONALITY CHANGE IN THE PERSON WEARING IT, ENABLING AN EVIL MAN TO DO GOOD!
LOOK, HE STOPPED IT!
BY USING HARNESSED MENTAL ENERGY, THE GIGANTIC COMPUTER IS FORCED BACK INTO POSITION.
HE'S COLLAPSED.
TAKE OFF THE HELMET, QUICK!
WOW! HAVE I GOT A HEADACHE. WHAT HAPPENED? EVERYTHING IS A BLANK!
YOU SAVED OUR LIVES.
HOW COULD I HAVE DOUBTED THIS MAN?
THE HELMET IS YOURS! FROM NOW ON YOUR CODE NAME WILL BE MENTHOR!
GOOD! NOW THEY TRUST ME... BUT WHY DID I HELP THEM? I CAN'T REMEMBER A THING.
IN THE SECRET LABORATORY OF THE WARLORD A DEADLY SURPRISE IS BEING MADE READY FOR T.H.U.N.D.E.R. ...
AT LAST IT IS FINISHED, THANKS TO THE PROFESSOR'S COUNTER-EVOLUTION MACHINE. I HAVE CREATED AN ELEMENTAL BEING OF UNIMAGINABLE STRENGTH... AND NO IMPULSE EXCEPT TO DESTROY, TO REND, TEAR AND CRUSH EVERYTHING IN ITS PATH..
5

THE WARLORD CONTACTS HIS STRIKING FORCE, THE "COBRAS"...
TOMORROW "OPERATION CYCLONE" WILL GET UNDER WAY. YOUR JOB WILL BE TO TAKE ALL THE PROFESSOR'S INVENTIONS STILL IN THE POSSESSION OF T.H.U.N.D.E.R AND THEN...
THEN MY LITTLE FRIEND "ID" WILL TAKE OVER! BE SURE TO STAY CLEAR... HE DOESN'T KNOW FRIEND FROM FOE!
WHAT IS IT?
IS IT REAL?
I'M GLAD IT'S ON OUR SIDE!
YOU HAVE NO NEED TO FEAR "ID" NOW. HE IS COMPLETELY IMMOBILIZED BY THE PARALYTIC RAY... BUT TOMORROW... HA HA HA!
LATER...
IT'S THE WARLORD!
I HOPE BY THIS TIME YOU HAVE MEMORIZED THE LAYOUT OF THUNDER HEADQUARTERS..
AT 4 O'CLOCK TOMORROW. YOU MUST DISCONNECT THE ALARM SYSTEMS, DISARM THE DEFENSIVE WEAPONS, AND OPEN THE LOCKS...
YOU CAN DEPEND ON ME, SIR!
6


NEXT DAY...
THE CONTROL BOARD IS UNGUARDED. ALL I HAVE TO DO IS PULL THE CONTROL SWITCH !


BY TURNING OFF THE MASTER CONTROL, THE NUCLEAR DEFENSIVE DEVICES THAT PROTECT T.H.U.N.D.E.R ARE RENDERED USELESS ...
...AND THIS BUTTON OPENS THE GATES...

THE WARLORD'S RAIDERS STRIKE !

I'LL PUT ON MY HELMET AND LEND THE 'COBRAS' A HAND !

AGAIN A STRANGE TRANSFORMATION TAKES PLACE...
I HAVE TO HELP...
...THEM...
...STOP THE WARLORD!
GOOD WORK, JANUS--
OUR INSTRUCTIONS ARE TO KILL YOU, PAL!
SO THE WARLORD PLANNED A DOUBLE-CROSS!
JANUS FELLS A RAIDER WITH A KARATE CHOP AS HE'S ABOUT TO FIRE...
ZAP!
BY READING THE MINDS OF THE RAIDERS, JANUS ANTICIPATES EVERY MOVE...
SOMEBODY SNEAKING UP BEHIND ME, THANKS FOR THE INFO!
POW!

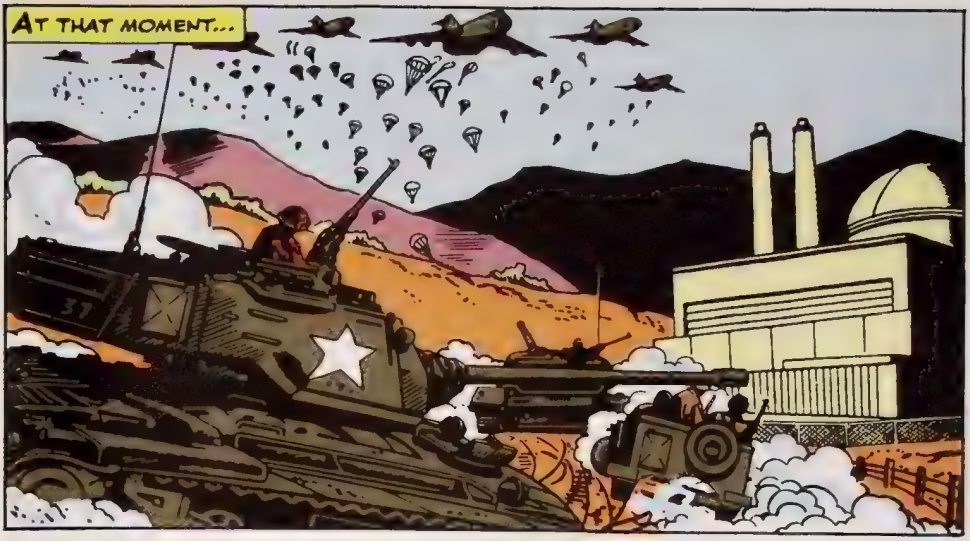
WOW! THIS IS GETTING RIDICULOUS!
MAYBE IF I TRIED USING MY BRAIN INSTEAD OF MY BRAWN!
HOLD IT RIGHT THERE YOU GUYS!
--IT WORKS! I'VE SEIZED THEIR MINDS...
THE BRAIN WAVES FROM JANUS DRAIN THE STRENGTH FROM THE INVADERS...
I'M GETTING STRONGER... AND THEY'RE GETTING WEAKER...
I NOW HAVE THE STRENGTH OF TEN MEN!
MEANWHILE...
THEY SHOULD HAVE BEEN OUT OF THERE BY NOW. THE IDIOTS FAILED! BUT "ID" WON'T LET ME DOWN!
9

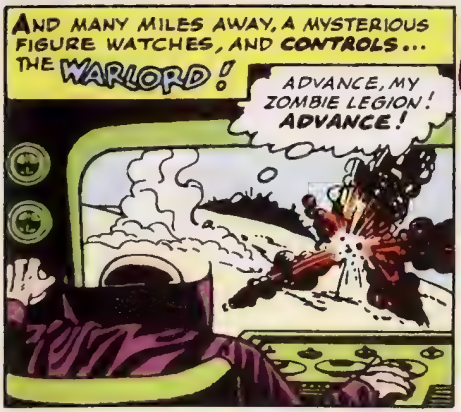
I HATE TO LOSE THE INVENTIONS, BUT T.H.U.N.D.E.R MUST BE DESTROYED...
TOO BAD ABOUT MY MEN... "ID" WILL CRUSH THEM TOO!
GRRROOWR!
I MUST TRY TO REACH HIS MIND!
IT'S NO USE, THE BRAIN WAVES HAVE NO EFFECT ON HIS SUBHUMAN INTELLIGENCE!
RRRR
IF THAT EVER LANDED--
10

LET'S SEE IF HE CAN BE STOPPED--
IT'S NO USE, HE'S AS STRONG AS AN ARMY!
...DIDN'T EVEN SLOW HIM DOWN!
ROOARRR!
RRRIIIP!
CRASH!

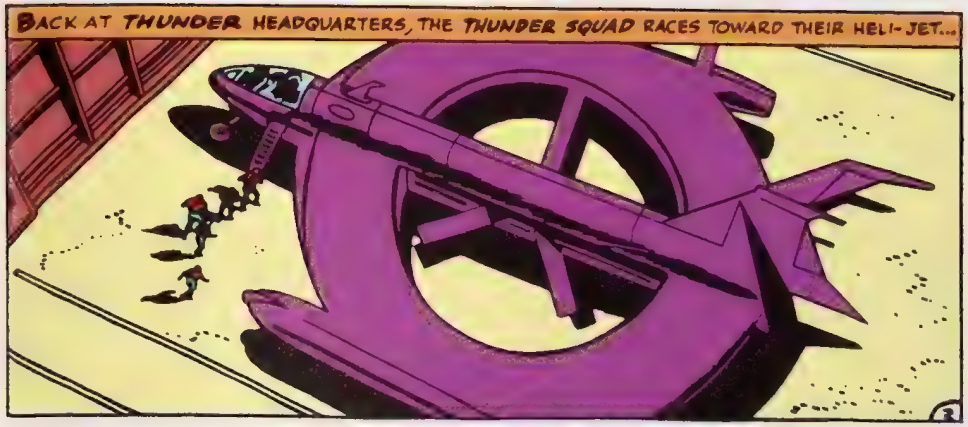
I'M GETTING WEAK... THERE MUST BE SOMEWAY--
IF I CAN GET HIM NEAR THE COBALT DYNAMO, ITS RADIATION WILL DE-STROY ANYTHING!
HERE GOES!
YAAHHRRGHH!
THERE'S NOTHING LEFT, HE'S COMPLETELY DISINTEGRATED!
OH, MY HEAD, WHAT HAPPENED?
IF IT WEREN'T FOR YOU, T.H.U.N.D.E.R WOULD HAVE BEEN DESTROYED!
HOW DID THOSE MEN AND THAT CREATURE GET IN?
LATER...
I DON'T KNOW WHAT WENT WRONG... I BLACKED OUT!
IF YOU FAIL AGAIN, I ASSURE YOU YOUR NEXT BLACKOUT WILL BE PERMANENT!
THE END

T.H.U.N.D.E.R.
SQUAD
IN THE EMERGENCY SQUAD ROOM OF THUNDER HEADQUARTERS--
ATTENTION, THUNDER SQUAD! PREPARE FOR ACTION! PARACHUTISTS ARE ATTACKING THE WEAPONS DEVELOPMENT CENTER!

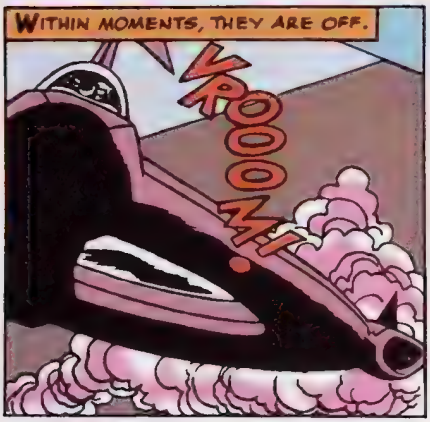

AT THAT MOMENT...

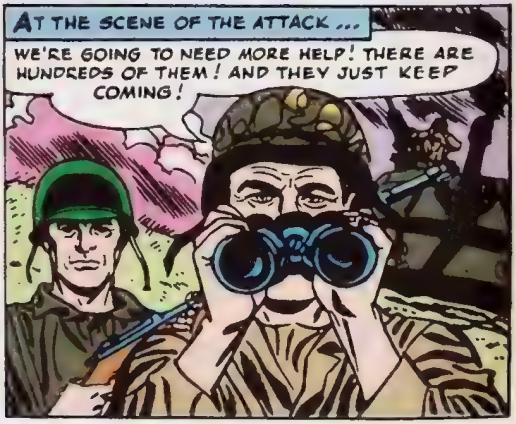

AND MANY MILES AWAY, A MYSTERIOUS FIGURE WATCHES, AND CONTROLS... THE WARLORD!
ADVANCE, MY ZOMBIE LEGION! ADVANCE!

THROUGH TELEPATHY, THE WARLORD SUPERVISES HIS VAST, MINDLESS ARMY...


BACK AT THUNDER HEADQUARTERS, THE THUNDER SQUAD RACES TOWARD THEIR HELI-JET...

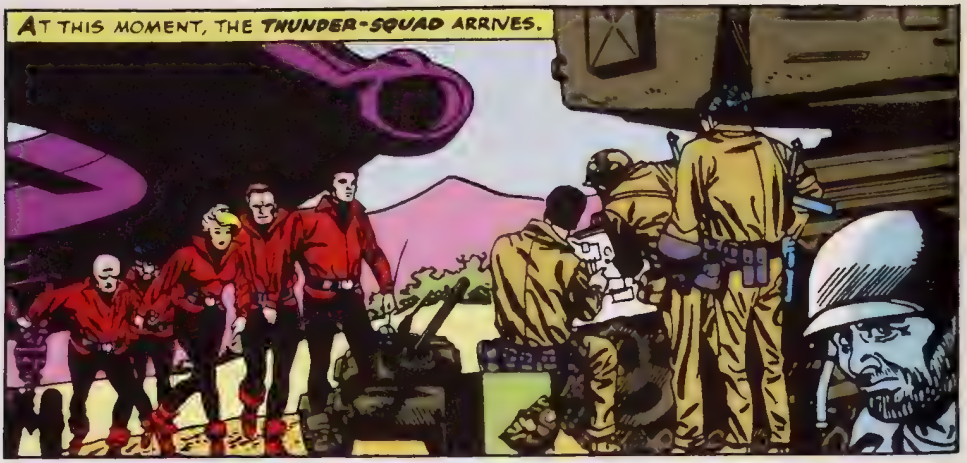
EACH MEMBER OF THE SQUAD IS A WELL-TRAINED, HIGHLY SKILLED SPECIALIST...
GUY--LEADER OF THE SQUAD
DYNAMITE--WEAPONS MAN
KITTEN--TECHNICAL DEVICE EXPERT
"WEED"--LOCKSMITH---CAN GET INTO ANYPLACE
"EGGHEAD"--SUPER-BRILLIANT STRATEGIST

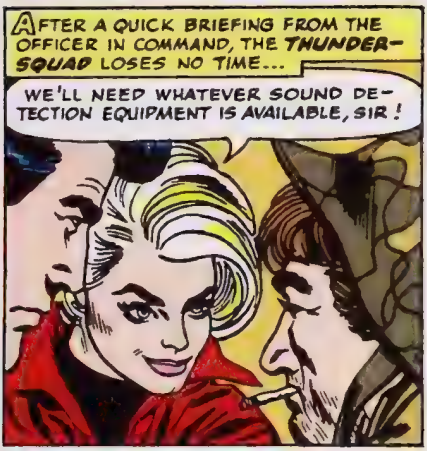

WITHIN MOMENTS, THEY ARE OFF.
VROOOM!

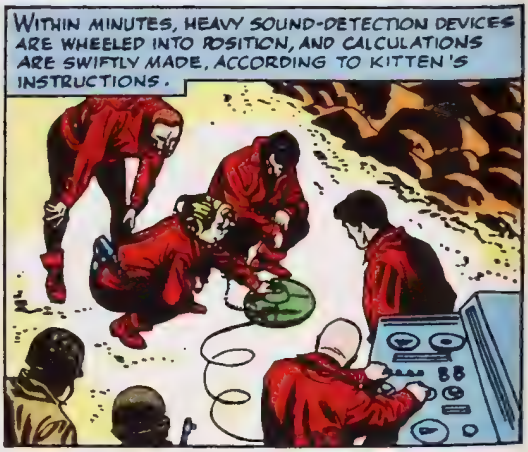

AT THE SCENE OF THE ATTACK...
WE'RE GOING TO NEED MORE HELP! THERE ARE HUNDREDS OF THEM! AND THEY JUST KEEP COMING!

UNKNOWN TO THE SOLDIERS, THE ZOMBIE-MEN HAVE NO WILL OF THEIR OWN, AND RUSH FORWARD COMPLETELY WITHOUT FEAR.
3

GOT TO KEEP THEM FROM REACHING THIS NEW LASER GUN. IT'S THE ONLY ONE OF ITS KIND!
BUT BEHIND THE SOLDIER...
GOOD WORK, ZOMBIE-MEN! YOU WERE ABLE TO KNOCK HIM UNCONSCIOUS BEFORE HE WAS EVEN AWARE YOU WERE NEAR!
THEY'VE CAPTURED THE LASER-GUN! TELL EVERYONE TO STAY BACK--IT HAS A 160-YARD RANGE!
SURROUND THE AREA! KEEP A DISTANCE OF 100 YARDS FROM THE GUN!


AT THIS MOMENT, THE THUNDER-SQUAD ARRIVES.


AFTER A QUICK BRIEFING FROM THE OFFICER IN COMMAND, THE THUNDER-SQUAD LOSES NO TIME...
WE'LL NEED WHATEVER SOUND DETECTION EQUIPMENT IS AVAILABLE, SIR!


WITHIN MINUTES, HEAVY SOUND-DETECTION DEVICES ARE WHEELED INTO POSITION, AND CALCULATIONS ARE SWIFTLY MADE, ACCORDING TO KITTEN'S INSTRUCTIONS.

WE'VE DONE IT! FROM THE ECHOES WE'VE BEEN ABLE TO LOCATE THE TUNNEL THROUGH WHICH THE "ZOMBIE-MEN" REACHED THE LASER!

IF WE CAN DIG DOWN INTO IT, WE'LL BE ABLE TO TAKE THEM BY SURPRISE.
THERE'S A GOOD SPOT JUST BEHIND THAT WALL!
5

AS THE DIGGING BEGINS, THE SOLDIERS COMPLETE THE ENCIRCLEMENT OF THE ZOMBIE-MEN AND THE LASER-GUN.
THEY'VE BROKEN THROUGH!
GOOD! NOW BRING A FLASHLIGHT, AND FOLLOW ME!
KEEP UP THE ATTACK! WE'VE GOT TO DIVERT THEIR ATTENTION LONG ENOUGH FOR THE THUNDER-SQUAD TO GET THROUGH!
OH, OH! DOUSE THE LIGHT! SOMEONE'S COMING!
6

GET THEM, MEN!

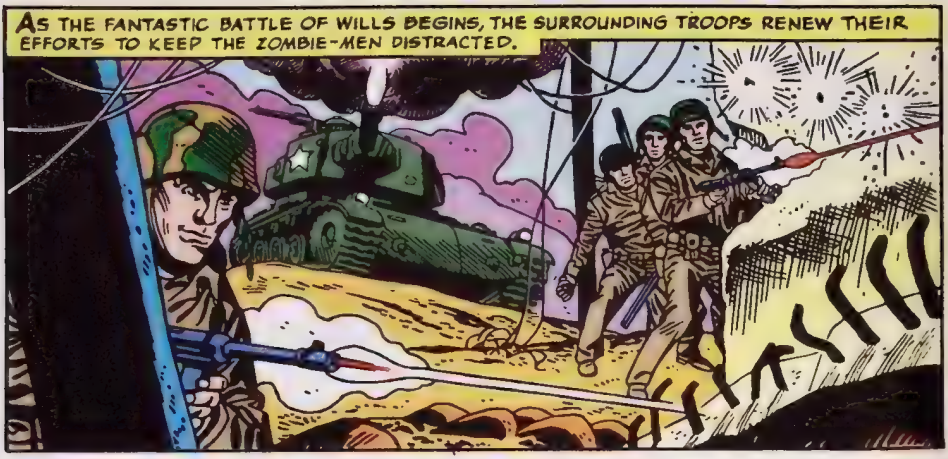
TAKE THEIR UNIFORMS, QUICKLY-- IT WILL HELP US TO GET CLOSE TO THEM, ONCE WE REACH THE SURFACE!

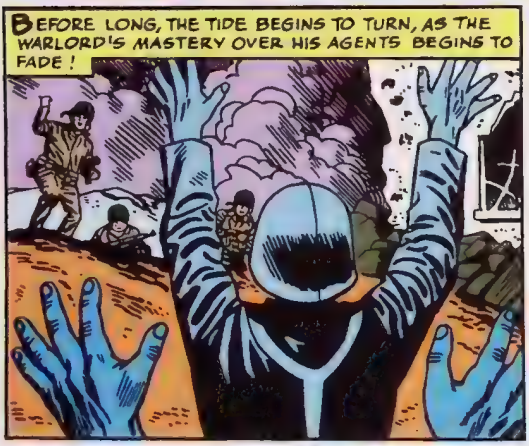
GOOD! NO ONE IS WATCHING! NOW LET'S GET IN THERE AS FAST AS WE CAN!

BUT AS THE TWO THUNDER AGENTS RACE FORWARD, A STRANGE FORCE SUDDENLY GRIPS THEM...

SOMETHING IS... IS HOLDING US BACK!

THE ENEMY AGENTS ACT AS THOUGH THEY AREN'T IN CONTROL OF THEIR OWN ACTIONS--AND NOW GUY AND DYNAMITE SEEM TO BE AFFECTED BY SOME OUTSIDE CONTROL ALSO!
THE FORCE MUST BE TELEPATHIC! FOLLOW ME INTO THE OPEN, QUICKLY!
I WAS RIGHT! IT'S GETTING US TOO!
THROUGH THE EYES OF ONE OF THE ZOMBIE-MEN, THE WARLORD IS ABLE TO FOCUS HIS INFLUENCE UPON THE THUNDER AGENTS...
ALL OF YOU--STRAIN AGAINST THE WILL!--DIVIDE ITS STRENGTH! IT'S THE ONLY HOPE FOR ONE OF US TO BREAK FREE LONG ENOUGH TO REACH THE LASER!


AS THE FANTASTIC BATTLE OF WILLS BEGINS, THE SURROUNDING TROOPS RENEW THEIR EFFORTS TO KEEP THE ZOMBIE-MEN DISTRACTED.


BEFORE LONG, THE TIDE BEGINS TO TURN, AS THE WARLORD'S MASTERY OVER HIS AGENTS BEGINS TO FADE!

THE WILL POWER OF THE BALD-HEADED ONE IS ENORMOUS. IT IS TAKING MOST OF MY CONCENTRATION...! BUT... I ...WILL... WIN!

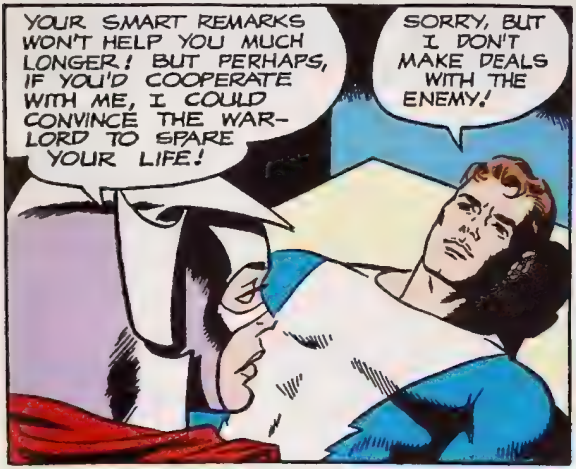
EGGHEAD FIGHTS BACK WITH ALL THE POWER OF HIS MIGHTY BRAIN.

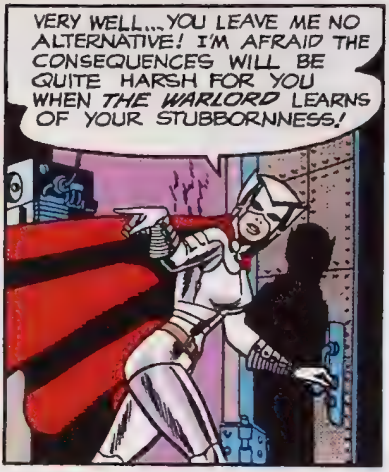
THE WARLORD'S WON!
9

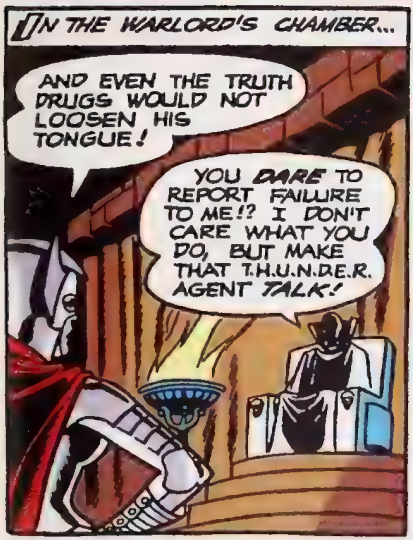
BUT WHILE THE FORCE OF THE WARLORD'S TELEPATHIC POWER IS CONCENTRATED ON "EGGHEAD," DYNAMITE MANAGES TO SHAKE LOOSE FROM HIS HOLD, AND REACHES THE LASER...
ONE SIDE, FELLAS!
TRIGGERING THE FIRING MECHANISM, DYNAMITE IS ABLE TO CLEAR A PATH FOR THE SOLDIERS TO ADVANCE.
I MUST ABANDON THIS FOOLISH CONTEST, AND RETURN MY ATTENTION TO THE ZOMBIES. ZOMBIE-MEN ADVANCE!
IT IS NO USE! I CANNOT HOPE TO WIN NOW! NOW HEAR THIS! THIS IS THE WARLORD SPEAKING! YOU MAY HAVE DEFEATED ME AT THIS TURN-- BUT I HAVE CAPTURED YOUR MAIN AGENT, "DYNAMO". AND IT WILL NOT BE LONG BEFORE YOUR OTHER FORCES FALL BENEATH MY HEEL! TAKE HEED, AND PREPARE TO ACCEPT ME AS YOUR RULER, OR FACE THE CONSEQUENCES!
... DYNAMO HAS BEEN CAPTURED! WE MUST REPORT THIS AT ONCE! BACK TO BASE, THUNDER SQUAD!
10

DYNAMO
"AT THE MERCY OF THE IRON MAIDEN"
HELD PRISONER BY THE IRON MAIDEN ON HER SECLUDED ISLAND, LEN BROWN IS POWERLESS WITHOUT HIS THUNDERBELT. IRON MAIDEN HAS TRIED EVERY TRICK, FROM THREATS TO TRUTH SERUM BUT SHE HAS FAILED TO GET THE DYNAMO TO REVEAL THE SECRET OF THE BELT.

T.H.U.N.D.E.R. HAS DONE A SUPERB JOB IN TRAINING YOU! BUT I WARN YOU THAT MY PATIENCE IS LIMITED— I COMMAND YOU TO TELL ME WHY YOU WORE THAT BELT!
I THOUGHT YOU WOULD HAVE GUESSED IT BY NOW, SISTER... TO HOLD UP MY PANTS!


YOUR SMART REMARKS WON'T HELP YOU MUCH LONGER! BUT PERHAPS, IF YOU'D COOPERATE WITH ME, I COULD CONVINCE THE WARLORD TO SPARE YOUR LIFE!
SORRY, BUT I DON'T MAKE DEALS WITH THE ENEMY!


VERY WELL...YOU LEAVE ME NO ALTERNATIVE! I'M AFRAID THE CONSEQUENCES WILL BE QUITE HARSH FOR YOU WHEN THE WARLORD LEARNS OF YOUR STUBBORNNESS!

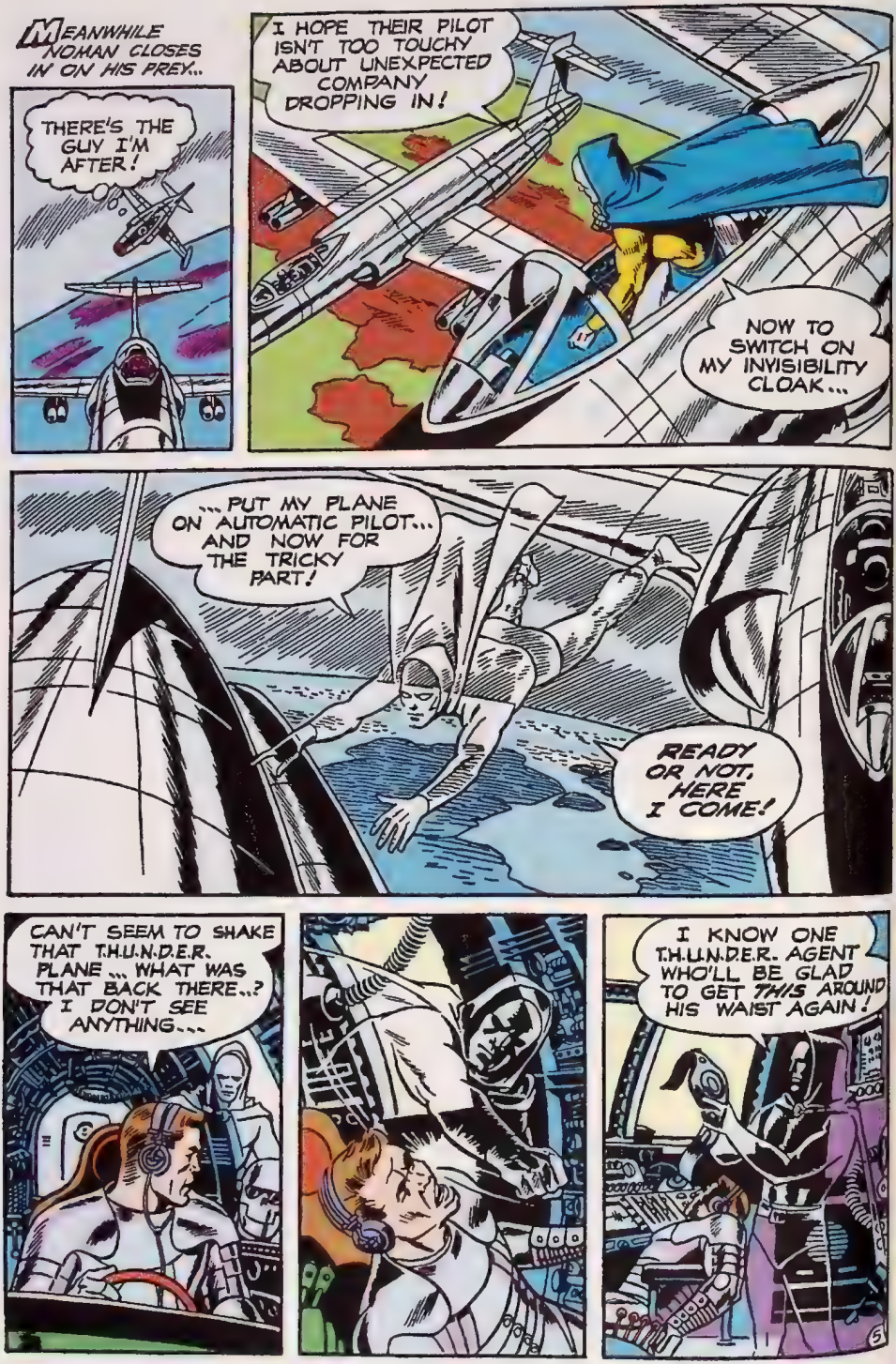

IN THE WARLORD'S CHAMBER...
AND EVEN THE TRUTH DRUGS WOULD NOT LOOSEN HIS TONGUE!
YOU DARE TO REPORT FAILURE TO ME!? I DON'T CARE WHAT YOU DO, BUT MAKE THAT T.H.U.N.D.E.R. AGENT TALK!

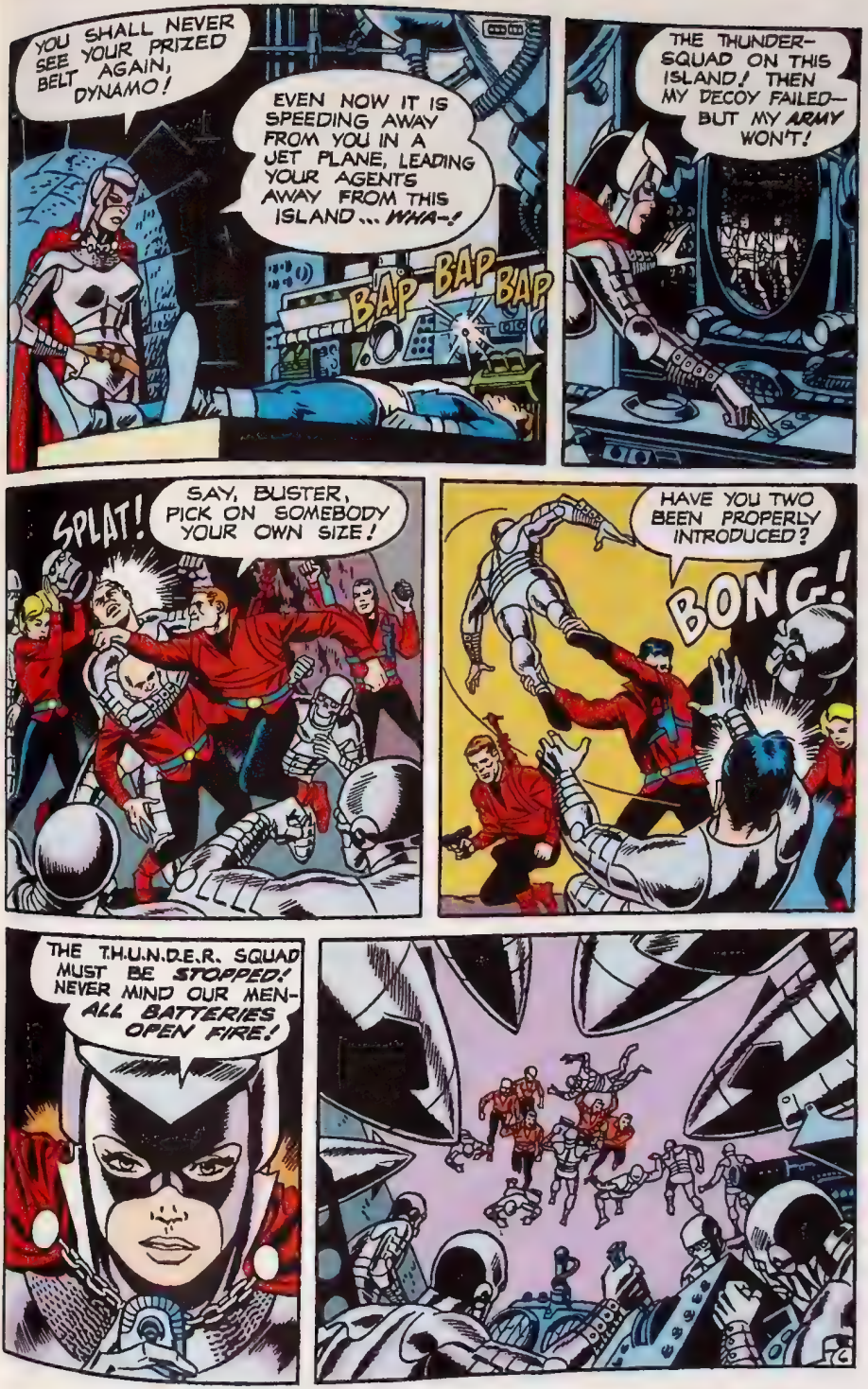
I MUST GET THAT BIG FOOL TO REVEAL THE SECRET OF THIS BELT...

...PERHAPS I CAN FIGURE OUT HOW TO OPERATE THE BELT... THIS DIAL...MMMM!
2

AS THE IRON MAIDEN TOYS WITH DYNAMO'S 'THUNDERBELT' A HIGH FREQUENCY RADIO SIGNAL IS AUTOMATICALLY SENT OUT TO T.H.U.N.D.E.R.
BEEP BEEP BEEP
SOMEBODY IS TAMPERING WITH THE THUNDERBELT! THESE SIGNALS MUST BE TRACED!
ATTENTION, THUNDERSQUAD! THE THUNDERBELT IS IN THE HANDS OF ENEMY AGENTS! TUNE INTO FREQUENCY X AND PINPOINT THE BELT'S LOCATION!
CONTACT NOMAN AND MENTHOR! THEY'LL HELP US GET A CROSS-FIX ON THE SIGNAL!
MENTHOR IS REACHED BY THE THUNDERSQUAD...
YES, I'M PICKING UP THE SIGNAL AT 30° WEST IN SECTOR M. I SHOULD BE DIRECTLY OVER THE SENDING AREA IN MOMENTS!
NOMAN ALSO RECEIVES THE SIGNAL...
GOOD WORK, MENTHOR! ONCE YOU REACH YOUR DESTINATION, KEEP AN EYE OPEN! I'LL BE THERE SHORTLY!
BUT BACK ON IRON MAIDEN'S ISLAND, A DISCOVERY IS MADE...
THERE'S A TRACKING SIGNAL LEAVING THIS ISLAND. I PICKED IT UP WHILE TAKING A ROUTINE MONITOR ON MY RECEIVING SET!
IT'S THIS BELT! WE'VE GOT TO GET RID OF IT OR T.H.U.N.D.E.R. WILL BE ABLE TO TRACE US HERE!

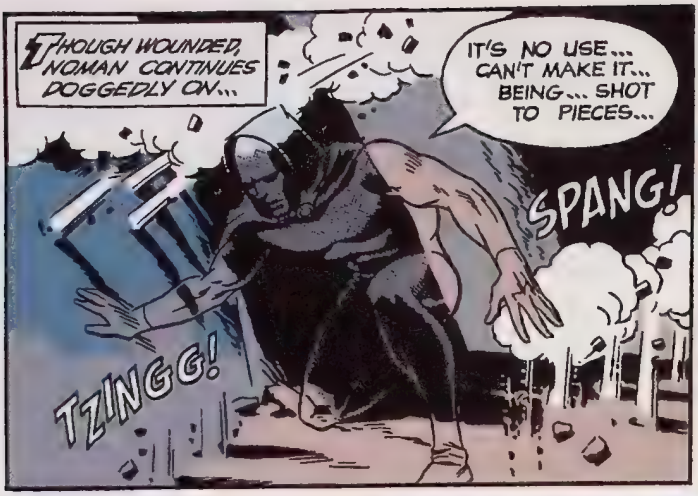
TAKE THIS BELT AND LEAVE IN THE PLANE. YOU'VE GOT TO DECOY THE T.H.U.N.D.E.R. AGENTS BEFORE THEY DISCOVER OUR ISLAND!
IF T.H.U.N.D.E.R. MONITORED THE SIGNAL FROM THE BELT, THEY'RE PROBABLY ON THEIR WAY HERE BY NOW! BUT I'LL GIVE THEM A BATTLE THEY'LL NEVER FORGET!
IRON MAIDEN'S FEARS HAVE BEEN REALIZED, FOR EVEN AS HER SOLDIER LEAVES THE WARLORD'S ISLAND, MENTHOR WATCHES FROM ABOVE...
NOMAN, A PLANE HAS LEFT THE ISLAND WITH THE THUNDERBELT— YOU'LL HAVE TO INTERCEPT IT!
I'LL CIRCLE THE ISLAND... THUNDER SQUAD! ZERO IN ON ME!
GOOD WORK, MENTHOR! I'LL GET THAT BELT BACK WHERE IT BELONGS!
THERE'S THE ISLAND! WE'VE GOT SOME WORK TO DO NOW!
HANG ON, DYNAMO! HERE WE COME!
4

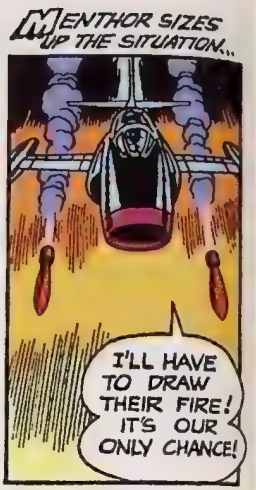

MEANWHILE NOMAN CLOSES IN ON HIS PREY...
THERE'S THE GUY I'M AFTER!
I HOPE THEIR PILOT ISN'T TOO TOUCHY ABOUT UNEXPECTED COMPANY DROPPING IN!
NOW TO SWITCH ON MY INVISIBILITY CLOAK...
...PUT MY PLANE ON AUTOMATIC PILOT... AND NOW FOR THE TRICKY PART!
READY OR NOT, HERE I COME!
CAN'T SEEM TO SHAKE THAT T.H.U.N.D.E.R. PLANE ... WHAT WAS THAT BACK THERE..? I DON'T SEE ANYTHING....
I KNOW ONE T.H.U.N.D.E.R. AGENT WHO'LL BE GLAD TO GET THIS AROUND HIS WAIST AGAIN!


YOU SHALL NEVER SEE YOUR PRIZED BELT AGAIN, DYNAMO!
EVEN NOW IT IS SPEEDING AWAY FROM YOU IN A JET PLANE, LEADING YOUR AGENTS AWAY FROM THIS ISLAND ... WHA-!
BAP BAP BAP
THE THUNDER-SQUAD ON THIS ISLAND! THEN MY DECOY FAILED— BUT MY ARMY WON'T!
SPLAT!
SAY, BUSTER, PICK ON SOMEBODY YOUR OWN SIZE!
HAVE YOU TWO BEEN PROPERLY INTRODUCED?
BONG!
THE T.H.U.N.D.E.R. SQUAD MUST BE STOPPED! NEVER MIND OUR MEN- ALL BATTERIES OPEN FIRE!

UH-OH! THOSE MISSILES ARE POINTED IN OUR DIRECTION! SOMEBODY UP THERE DOESN'T LIKE US!
ONLY ONE THING CAN DESTROY THOSE WEAPONS QUICK ENOUGH TO SAVE US—THAT LASER GUN ON YOUR BACK!
I'D BETTER MAKE THIS ONE SHOT COUNT!
THIS ROUND BELONGS TO US!
BA-ROOM!
7

WELCOME, THUNDERSQUAD! YOU'VE DONE QUITE A JOB IN DESTROYING MY ARSENAL. BUT FORTUNATELY I STILL HAVE ONE TRUMP LEFT!
AND HERE IT IS ... YOUR BELOVED DYNAMO!
AT THAT MOMENT...
NOW TO GET THIS TO DYNAMO...
SPOTTED! BUT HOW? THE INVISIBILITY CLOAK ISN'T PROTECTING ME!
ZANG!
ZOW!
SPANG!
THOSE GOGGLES THAT THEY'RE WEARING—IT MUST CANCEL OUT MY INVISIBILITY... I'VE GOT TO TAKE COVER!
ACK ACK!
POW!
BRRT!
POW!
MUST GET THIS BELT TO DYNAMO... THEN NOTHING WILL BE ABLE TO STOP HIM!
SPAT!
SCREEE


THOUGH WOUNDED, NOMAN CONTINUES DOGGEDLY ON...
IT'S NO USE... CAN'T MAKE IT... BEING... SHOT TO PIECES...
SPANG!
TZINGG!

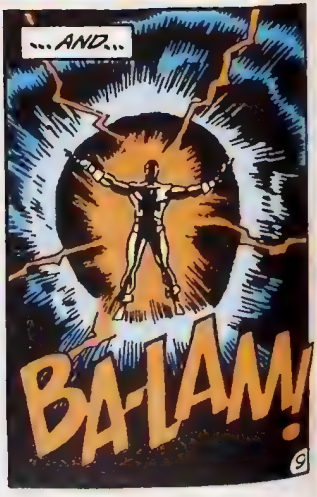

MENTHOR SIZES UP THE SITUATION...
I'LL HAVE TO DRAW THEIR FIRE! IT'S OUR ONLY CHANCE!

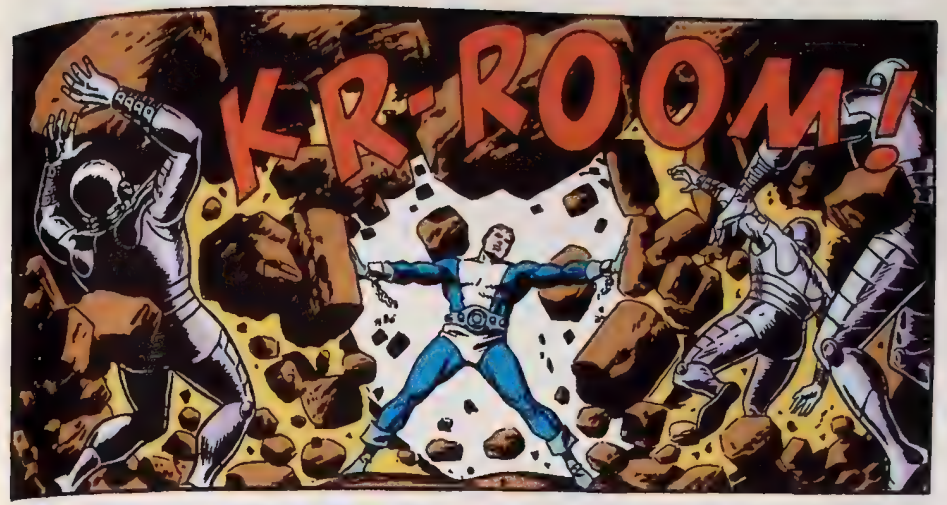
THE STRATEGY WORKS...

...AND NOMAN DRAGS HIMSELF TO THE CAVE...

THAT MUST BE NOMAN... HOW'D YOU EVER GET HOLD OF THE THUNDERBELT?
NO TIME TO ANSWER QUESTIONS NOW, BUDDY! JUST DO YOUR STUFF!

WITH HIS LAST MOMENT OF CONSCIOUSNESS, NOMAN TURNS THE DIAL...


...AND...
BA-LAM!


K-R-ROOM!

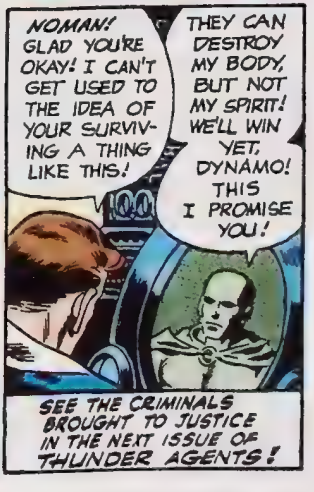
I HOPE THE IRON MAIDEN FORGIVES ME FOR LEAVING HER PLACE IN SUCH A MESS...I KNOW HOW SOME WOMEN FEEL ABOUT SUCH THINGS!

DYNAMO! GOOD TO SEE YOU BACK IN ACTION AGAIN!
THANKS! I SEE YOU HAVE THE SITUATION IN HAND HERE...

MOST OF THE WARLORD'S FORCES ARE TRAPPED IN THE CAVE...THEY'LL KEEP FOR A WHILE, UNTIL WE CAN GRAB THEIR LEADERS...
SNAP!

THE IRON MAIDEN ESCAPED IN ONE OF HER PLANES... BUT THE WARLORD IS STILL IN THERE...
I'LL GO IN FIRST... HE MAY HAVE SOME SORT OF TRICK UP HIS SLEEVE!

IT'S A RADIO SET! THE WARLORD WAS NEVER ON THIS ISLAND!
THERE'S A CALL FOR YOU FROM HEAD-QUARTERS!


NOMAN! GLAD YOU'RE OKAY! I CAN'T GET USED TO THE IDEA OF YOUR SURVIVING A THING LIKE THIS!
THEY CAN DESTROY MY BODY, BUT NOT MY SPIRIT! WE'LL WIN YET, DYNAMO! THIS I PROMISE YOU!
SEE THE CRIMINALS BROUGHT TO JUSTICE IN THE NEXT ISSUE OF THUNDER AGENTS!

THE HIGHER UNITED NATIONS DEFENSE ENFORCEMENT RESERVES
T.H.U.N.D.E.R.
AGENTS
APPROVED BY THE COMICS CODE AUTHORITY
25¢
No. 2
Jan.
THE GREATEST FIGHT OF ALL TIME!
DYNAMO BATTLES A FOE WHO IS MORE THAN HIS MATCH... DYNAVAC!

T.H.U.N.D.E.R., TOP SECRET WORLD SECURITY FORCE, HAS CREATED A HUMAN POWERHOUSE, DYNAMO, WHOSE STRENGTH COMES FROM A FANTASTIC ELECTRO-NUCLEAR DEVICE, THE THUNDERBELT, WHICH, WHEN ACTIVATED, CHANGES THE DENSITY OF THE VERY ATOMS OF HIS BODY.....

DYNAMO
DYNAMO IS PLUNGED INTO THE MOST DESPERATE BATTLE OF HIS CAREER, AS THE WARLORD, A MYSTERIOUS FOE THE T.H.U.N.D.E.R. AGENTS HAVE BEEN BATTLING, RETURNS WITH HIS NEWEST AGENT OF DESTRUCTION, DYNAVAC... THE VERY EXISTENCE OF T.H.U.N.D.E.R. AND THE FATE OF THE WORLD HANGS IN THE BALANCE AS....
"DYNAMO BATTLES DYNAVAC!"
wood

IN THE ADMINISTRATIVE SECTION OF T.H.U.N.D.E.R., LEONARD BROWN IS AT HIS DESK WHEN....
GEE, HERE COMES ALICE ROBBINS. I MUSTN'T ACT FLUSTERED!
MR. BROWN, YOU ARE WANTED ON THE 7TH LEVEL IMMEDIATELY!
UH, OH... SOUNDS LIKE TROUBLE TO ME, MISS ROBBINS!
YES, IT DID SOUND PRETTY URGENT!
BOY, IS SHE CUTE!
HMM.... I WOULDN'T MIND GOING OUT WITH HIM.... BUT HOW DO I GET HIM INTERESTED?
I DON'T KNOW IF IT'S MY PLACE TO SAY THIS, BUT I THINK THE BOSS IS PRETTY SORE AT YOU!
OH, GREAT!
OH POOR LEN!! IT SOUNDS AS IF HE'S REALLY GETTING CHEWED OUT IN THERE!
INSIDE THE PRIVATE OFFICE OF BROWN'S IMMEDIATE SUPERIOR.....
THAT WAS QUITE A STUNT YOU PULLED LAST TIME, BROWN!
UH-OH! I GUESS I WAS HALF-EXPECTING THIS!
YOU NEARLY LOST THE THUNDERBELT ON YOUR VERY FIRST ASSIGNMENT AND JEOPARDIZED OUR ENTIRE ORGANIZATION....
MAY I REMIND YOU YOU'RE NOT IN BUSINESS FOR YOURSELF....YOUR EGO OR VANITY MUST NOT AFFECT YOUR JUDGEMENT!
"LETTING THE BELT FALL INTO THE HANDS OF IRON MAIDEN WAS INEXCUSABLE.... IF YOU EVER FEEL YOURSELF WEAKENING AGAIN, YOUR ORDERS ARE TO RUN AWAY!"
2

IT'S LUCKY THAT NOMAN WAS ABLE TO GET THE BELT BACK TO YOU... OR THE WARLORD WOULD HAVE WON!
YOU'D BETTER SHAPE UP, BROWN! SHOW US WE DIDN'T MAKE A MISTAKE IN SELECTING YOU... THERE ARE SOME ON THE INNER-COUNCIL WHO FEEL THAT WE SHOULD TAKE THE THUNDER BELT AWAY FROM YOU AND RECYCLE IT FOR ANOTHER AGENT!
THAT'S ALL FOR NOW, BROWN! THERE'S A MEETING OF THE INNER-COUNCIL SCHEDULED IN ONE HOUR! BE THERE ON TIME!
ONE HOUR LATER, LEONARD BROWN, AS DYNAMO, PASSES THROUGH THE PROTECTIVE WALL WHICH HOUSES THE INNER-COUNCIL OF T.H.U.N.D.E.R.
A T.H.U.N.D.E.R. SCIENTIST RETURNS THE THUNDER-BELT TO DYNAMO WITH CERTAIN REFINEMENTS.
YOUR BELT NOW IS EQUIPPED WITH A POWERFUL LONG-RANGE RADIO RECEIVER....
...AS WELL AS A 70 MM CAMERA, CAPABLE OF TAKING PICTURES IN COMPLETE DARKNESS!!
WITH THE THUNDERBELT ONCE MORE AROUND HIS WAIST, DYNAMO IS BRIEFED.....
AND NOW FOR THE PURPOSE OF THIS MEETING... DYNAMO, WE'VE RECEIVED WORD THAT THE WARLORD IS ONCE MORE BACK IN ACTION!
"EARLIER THIS WEEK, ONE OF OUR TOP NUCLEAR SCIENTISTS WAS KIDNAPPED IN BERLIN BY AGENTS OF THE WARLORD."
"JUST 24 HOURS AGO THE WARLORD STRUCK SIMULTANEOUSLY AT OSLO, NORWAY... SAN FRANCISCO AND IN SYDNEY, AUSTRALIA, CAPTURING MORE OF OUR MOST BRILLIANT SCIENTIFIC MINDS."
3

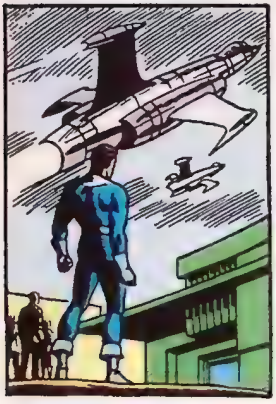
WE HAVE TRIPLED OUR SECURITY MEASURES AT ALL OF OUR SCIENTIFIC STATIONS, BUT THAT ISN'T ENOUGH!! THE WARLORD MUST BE STOPPED!!
MEANWHILE, ON ONE OF THE UNCHARTED ISLANDS, HUDSON'S BAY, THE WARLORD CONSPIRES WITH TWO OF HIS LIEUTENANTS, IRON MAIDEN AND DEMO....
OUR FIRST MOVES HAVE BEEN SUCESSFUL...NOW WE MUST PUT THE NEXT PHASE OF MY MASTER PLAN INTO OPERATION!
WE MUST DESTROY THE WORLD'S TWO LEADING POWERS BY TURNING THEM AGAINST ONE ANOTHER! FOR YEARS THE U.S. AND RUSSIA HAVE BEEN ENGAGED IN A COLD WAR....AND I WILL BE THE CATALYST TO TURN IT INTO A HOT ONE!
WE'LL SHORTLY HAVE AN ATOMIC BOMB IN OUR ARSENAL, AND THEN NOTHING WILL BE ABLE TO STOP ME!
BUT AREN'T YOU FORGETTING ABOUT DYNAMO?
AH, MY DEAR, I'VE ALREADY GIVEN SOME THOUGHT TO THAT TOO!
HERE IS MY ANSWER TO DYNAMO... DYNAVAC!!!

DYNAVAC, HERE IS A CAST IRON STATUE OF DYNAMO... SHOW US JUST WHAT YOU CAN DO!
KER-WHAM!
YOU SEE DYNAVAC'S SOLE REASON FOR BEING IS TO DESTROY DYNAMO!
NOW IT IS TIME TO BEGIN... LET THE EAST AND THE WEST FIGHT AMONGST THEMSELVES AND CRUSH EACH OTHER...
AND AFTER THE BATTLE, ONLY THE WARLORD SHALL BE AROUND TO PICK UP THE PIECES!
THE WARLORD'S PLANS START TO GO INTO OPERATION... AT DAWN, AN ARMY OF ZOMBIES BEGINS A SUICIDAL ATTACK AT U.S. ARMY BASE FORT DIX.
THEY'RE ZOMBIES, DON'T KNOW ANY FEAR...
AS FAST AS WE MOW 'EM DOWN THEY KEEP COMING!
WE'VE GOTTA TAKE ONE IN FOR QUESTIONING! MUST FIND OUT WHO'S BEHIND THIS....
5

THE *ZOMBIE* IS QUESTIONED, BUT UNKNOWN TO *THUNDER* SCIENTISTS, THE *ZOMBIES* HAVE BEEN PROGRAMMED TO MISINFORM THEIR CAPTORS.

THE *THUNDER-AGENTS* RUSH INTO ACTION, UNAWARE THEY'RE OFF ON A WILD-GOOSE CHASE.

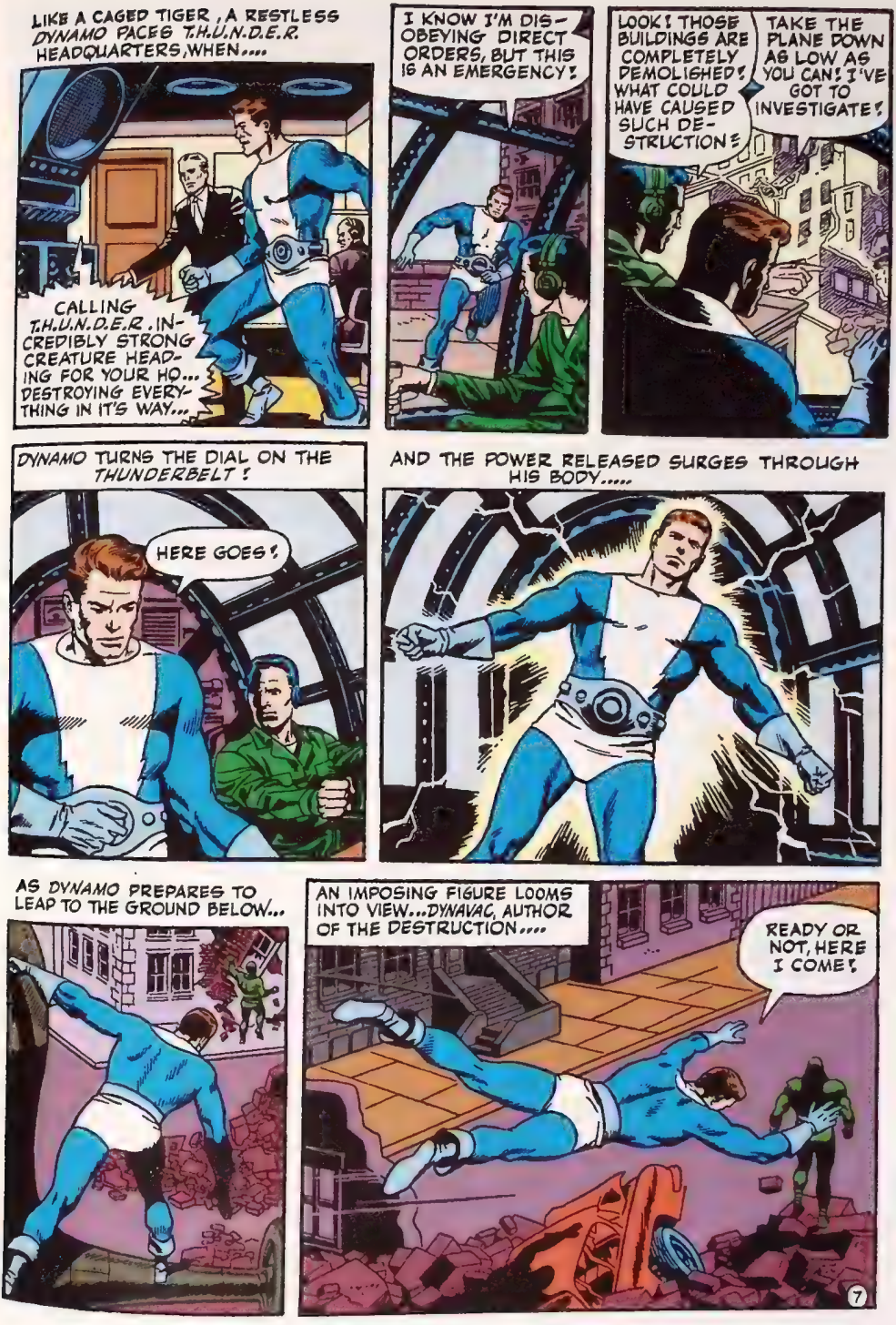
DYNAMO AND A HANDFUL OF *THUNDER-AGENTS* REMAIN BEHIND IN RESERVE...



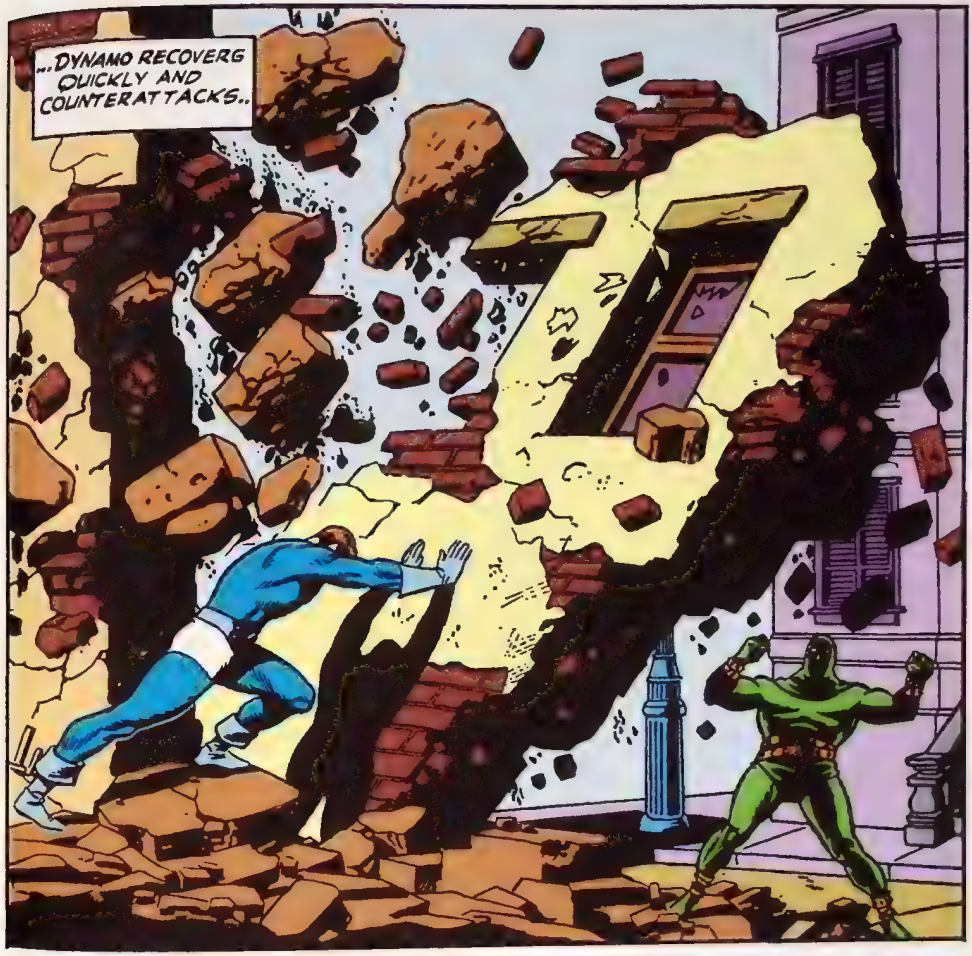
AT HIS SECRET RETREAT, THE *WARLORD* LEARNS HOW HIS PLANS ARE PROGRESSING...

A LINE OF DEVASTATION BEGINS ON THE OUTSKIRTS AND MAKES ITS WAY INTO THE HEART OF THE METROPOLIS!

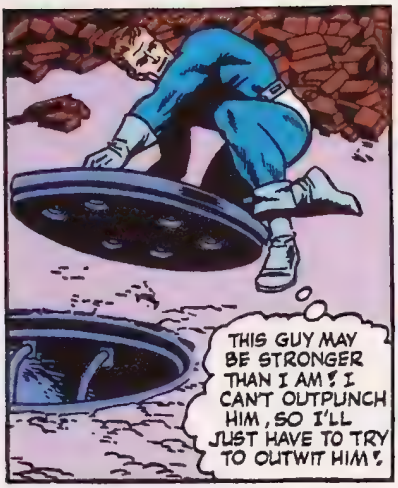
THE AWESOME *DYNAVAC* MOVES TOWARD *T.H.U.N.D.E.R.* HEADQUARTERS, BENT UPON THE DESTRUCTION OF *DYNAMO*!


LIKE A CAGED TIGER, A RESTLESS DYNAMO PACES T.H.U.N.D.E.R. HEADQUARTERS, WHEN....
CALLING T.H.U.N.D.E.R. INCREDIBLY STRONG CREATURE HEADING FOR YOUR HQ... DESTROYING EVERYTHING IN IT'S WAY...
I KNOW I'M DISOBEYING DIRECT ORDERS, BUT THIS IS AN EMERGENCY!
LOOK! THOSE BUILDINGS ARE COMPLETELY DEMOLISHED! WHAT COULD HAVE CAUSED SUCH DESTRUCTION?
TAKE THE PLANE DOWN AS LOW AS YOU CAN! I'VE GOT TO INVESTIGATE!
DYNAMO TURNS THE DIAL ON THE THUNDERBELT!
HERE GOES!
AND THE POWER RELEASED SURGES THROUGH HIS BODY.....
AS DYNAMO PREPARES TO LEAP TO THE GROUND BELOW...
AN IMPOSING FIGURE LOOMS INTO VIEW...DYNAVAC, AUTHOR OF THE DESTRUCTION....
READY OR NOT, HERE I COME!
7

DYNAMO PLUNGES TOWARD HIS FORMIDABLE ADVERSARY...
AND HIS MOMENTUM BRINGS THEM TOGETHER LIKE LOCO-MOTIVES COLLIDING!
WHOOM!
DIDN'T EVEN ROCK HIM... I'VE GOT A REAL BATTLE ON MY HANDS!
DYNAMO'S FIST SMASHES FORWARD INTO DYNAVAC'S MID-SECTION WITHOUT ANY APPARENT EFFECT!
NOW IT'S DYNAVAC'S TURN TO COUNTER...AN IRON ARM LASHES OUT AND THE POWER OF THE BLOW SENDS THE T.H.U.N.D.E.R. AGENT CRASHING INTO A BUILDING!
KEEP OUR CITY CLEAN



..LAUNCHING HIMSELF AT DYNAVAC.... HE LASHES OUT LIKE A HALF-TON TRIP HAMMER !


THIS GUY MAY BE STRONGER THAN I AM! I CAN'T OUTPUNCH HIM, SO I'LL JUST HAVE TO TRY TO OUTWIT HIM!

KA-LANG!

BUT DYNAVAC IS NOT TO BE STOPPED! ONCE MORE THE WARLORD'S AGENT CHARGES DYNAMO!
I CAN'T HURT HIM! HE SHAKES OFF MY BEST PUNCHES LIKE NOTHING!

WHUMF!

CR-RACK!

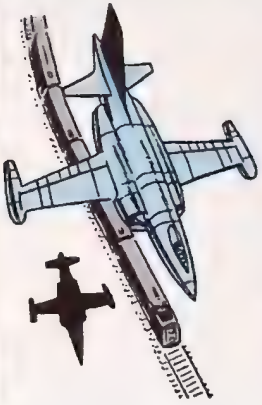
THE EPIC BATTLE OF THESE TWO TITANS DOES NOT GO UNSEEN...
EXCELLENT, DYNAVAC!

NOW TO GET THE ATOMIC BOMB! WORLD WAR III IS ALMOST AT HAND!
10

THE A-BOMB, WHICH THE *WARLORD* NEEDS TO PUT HIS MASTER PLAN INTO EFFECT, IS BEING TRANSPORTED BY A MILITARY TRAIN TO AN AIR-FORCE BASE....

A STRANGE ARMORED VEHICLE MOVES ALONG THE TRACKS, ITS GUNS ABLAZE....

AT THE SAME TIME FROM ABOVE, AN AIR-CRAFT STREAKS OVER...



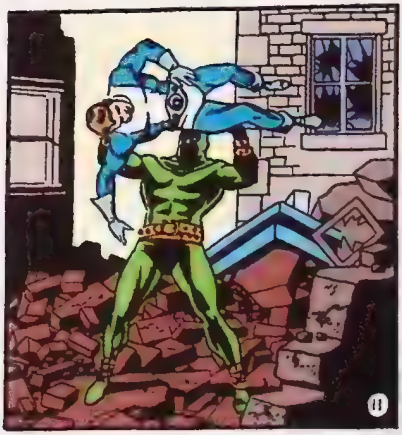
SPREADING NERVE GAS LIKE A SMOKE SCREEN...

IN MOMENTS, A SHORT-WAVE MESSAGE IS BROAD-CAST TO THE *WARLORD*...

MISSION ACCOMPLISHED, *WARLORD*! THANKS TO YOUR GAS WE MET NO RESISTANCE FROM THE ENEMY!

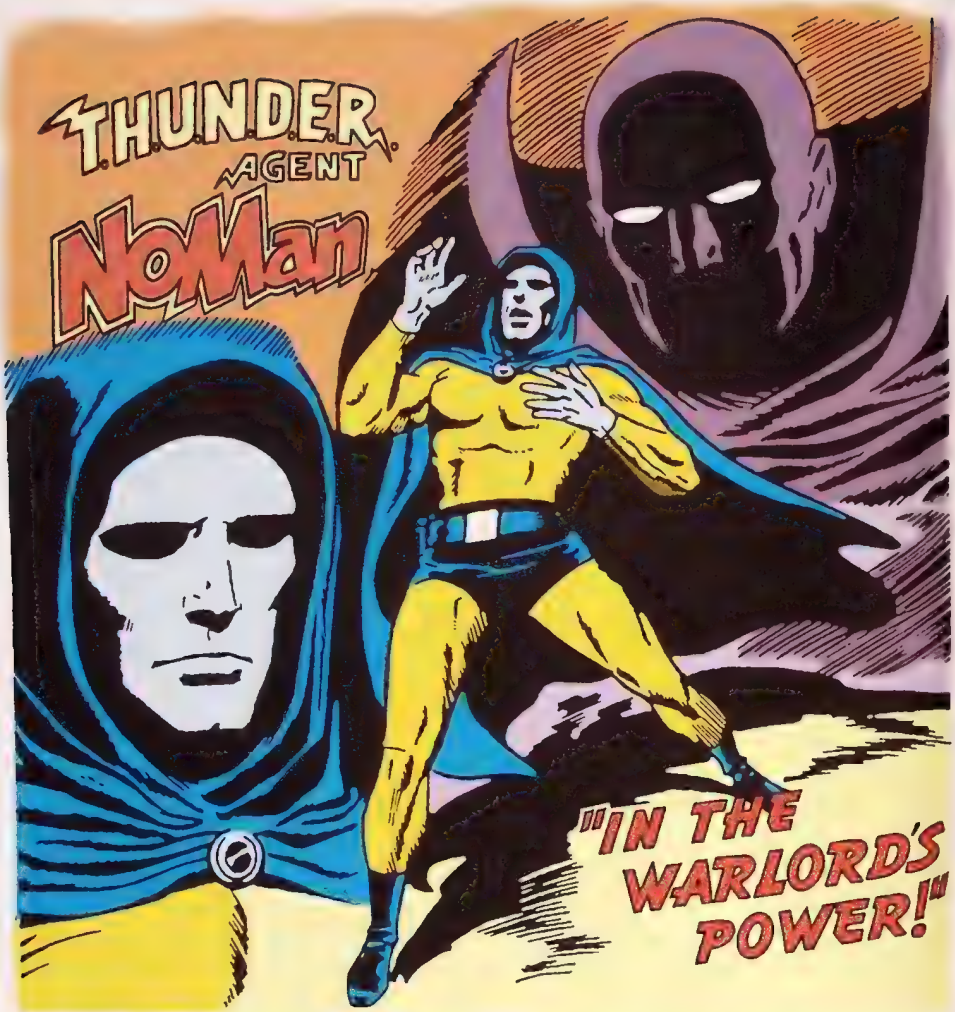
GOOD WORK! NOW YOU SHALL PROCEED TO ATTACK AND DESTROY *T.H.U.N.D.E.R.* HEAD-QUARTERS!

MEANWHILE THE BATTLE OF THE TWO TITANS STILL RAGES ON....

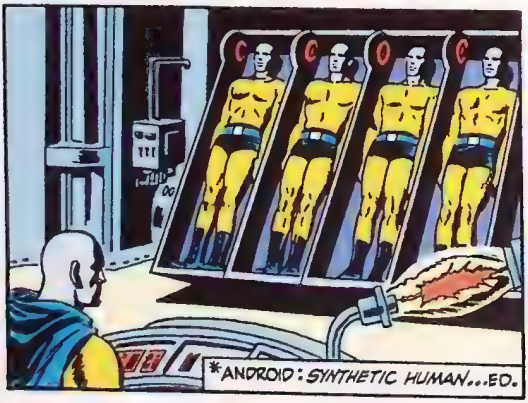


ALL OF DYNAMO'S ATTEMPTS TO OVERPOWER DYNAVAC ARE FRUITLESS....
FROM THE RADIO RECEIVER ON THE THUNDERBELT, A VOICE CALLS OUT:
ATTENTION, DYNAMO!
GETTING WEAKER... CAN'T KEEP THIS UP MUCH LONGER...
STRANGE ORDERS COME OVER THE THUNDERBELT'S RADIO...
RETREAT, DYNAMO! RUN AWAY!
DYNAVAC'S EXPLOSIVE ATTACK CONTINUES...
RUN, YOU FOOL!
DYNAMO IS EVEN MORE STUNNED BY THE MESSAGE THAT COMES TO HIM FROM T.H.U.N.D.E.R.
YOU'VE DRAWN TOO MUCH ENERGY FROM THE THUNDERBELT! YOUR SYSTEM WON'T ADAPT TO ANY MORE! RUN!
RUN!
RUN! THAT'S AN ORDER!
12

AS HE REACHES A SAFE DISTANCE.....
MUST TURN OFF THE THUNDERBELT! TO STRAIN IT BEYOND ITS CAPABILITIES COULD BE FATAL!
MAYBE I SHOULDN'T HAVE TURNED OFF THE BELT...I MIGHT BE BETTER OFF DEAD THAN EXISTING AS A COWARD.. RUNNING FROM A BATTLE!
GLAD TO SEE YOU'RE OKAY, DYNAMO! BUT I'VE GOT SOME BAD NEWS! A MILITARY TRAIN TRANSPORTING AN ATOMIC BOMB WAS STOPPED BY AGENTS OF THE WARLORD. THEY MADE OFF WITH THE A-BOMB, I'M AFRAID!
LISTEN! THE DIRECT RADIO FROM T.H.U.N.D.E.R. HEADQUARTERS!
HEADQUARTERS UNDER ATTACK! URGENTLY REQUEST AID!
THAT'S ALICE'S VOICE!
THEY'RE POURING IN THROUGH A HOLE THEY'VE BLASTED IN THE WALL! IT'S AN ARMY OF ZOMBIES... NOT ENOUGH OF US LEFT TO STOP THEM.....
THE FEW SOLDIERS WE HAVE HERE CAN'T HOLD OUT MUCH LONGER!
THEY'RE CRASHING IN HERE! THEY'LL KILL US ALL!! WE.....
:CLIK:
ALICE! ALICE!!!
TURN TO THE NEXT TO THE LAST STORY FOR THE EXCITING CONCLUSION IN....
"D DAY FOR DYNAMO"
13



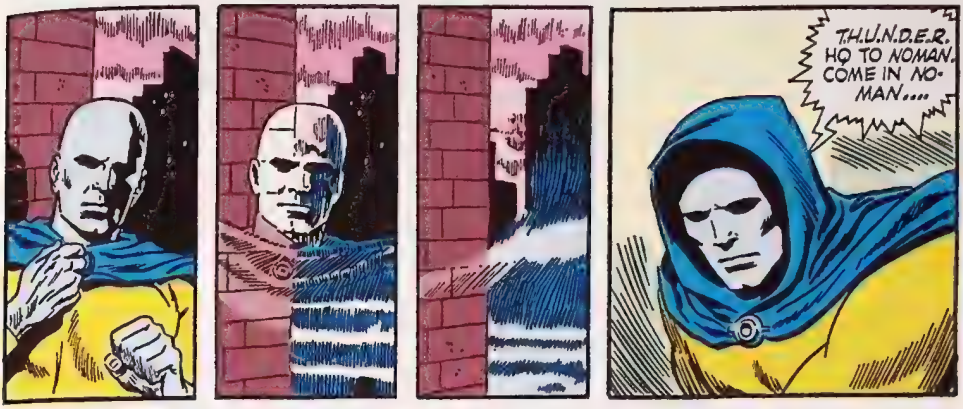
THIS IS NOMAN... NOT AN INDIVIDUAL, NOT EVEN A HUMAN BEING, BUT SEVERAL ANDROID* BODIES WITH ONE IDENTITY...

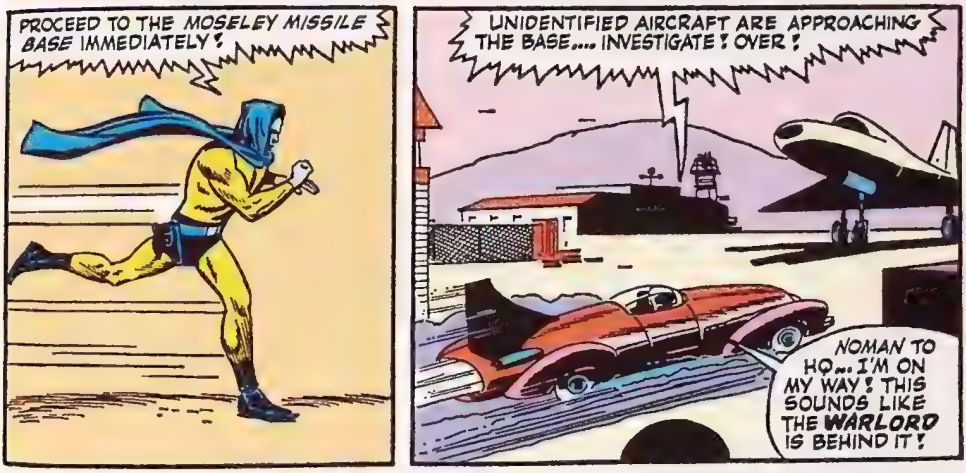


ABLE TO TRANSFER FROM ONE BODY TO ANOTHER, HE IS IN EFFECT IMMORTAL...

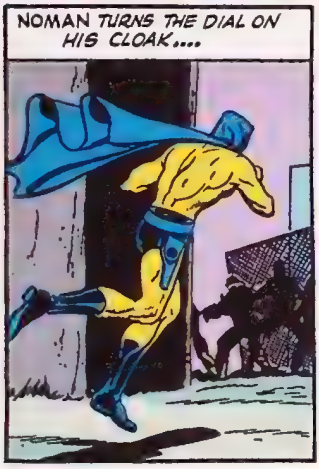
...AND T.H.U.N.D.E.R. HAS ENTRUSTED HIM WITH THE INVISIBILITY CLOAK, MAKING HIM ONE OF THEIR MOST FORMIDABLE AGENTS.

THE RADIO RECEIVER BUILT INTO NOMAN'S BODY PICKS UP A SIGNAL....




PROCEED TO THE MOSELEY MISSILE BASE IMMEDIATELY!
UNIDENTIFIED AIRCRAFT ARE APPROACHING THE BASE.... INVESTIGATE! OVER!
NOMAN TO HQ... I'M ON MY WAY! THIS SOUNDS LIKE THE WARLORD IS BEHIND IT!

AT THE MISSILE BASE.....
THEY'RE DROPPING TROOPS! OPEN FIRE!
OUR FIRING DOESN'T STOP THEM...THEY JUST KEEP COMING!
IT'S AS IF THEY HAVE NO WILL OF THEIR OWN.....
...IT'S THE WARLORD'S ZOMBIE MEN!
2



....AND CUTS A SWATH THROUGH THE RANKS OF THE ZOMBIE MEN!

THE GUARDS ARE BAFFLED AS WELL AS THE WARLORD'S MEN....

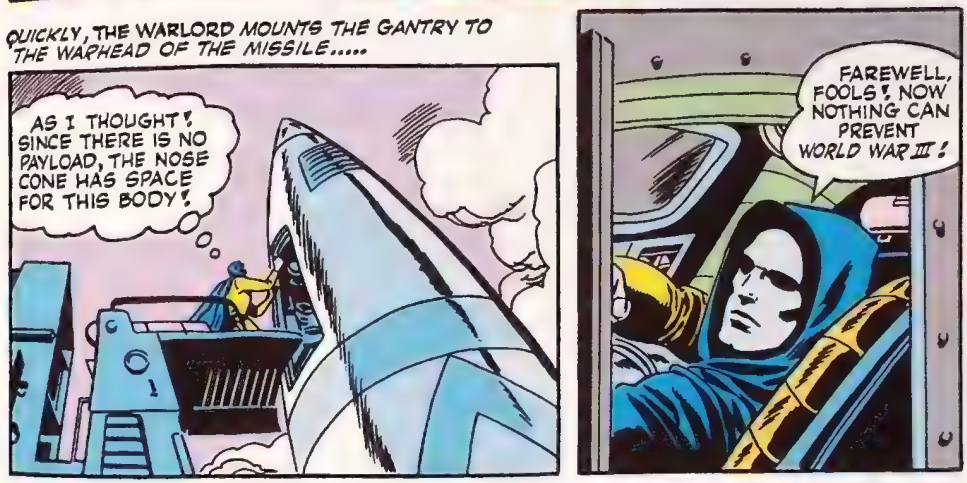
UNTIRING, THE ANDROID BODY FIGHTS ON...
THE ZOMBIE ADVANCE FALTERS...
THEY'RE CONFUSED! UP AND AT 'EM! DON'T LET THEM GET ORGANIZED!
LET'S GO! IT'S TIME TO COUNTER-ATTACK!
4

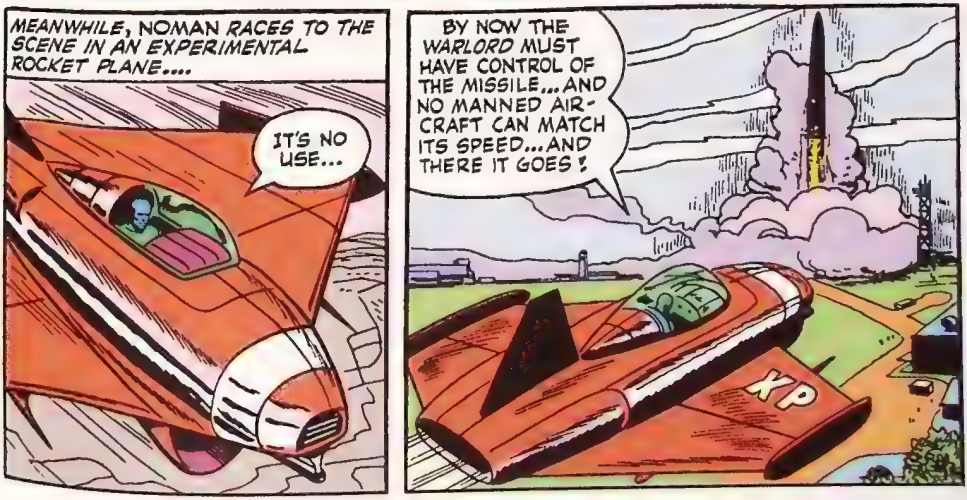
LIKE A TORNADO, NOMAN IS EVERYWHERE AT ONCE...
LOOK! IT'S NOMAN!
UNKNOWN TO NOMAN, ONE OF THE TV DEVICES WORN BY THE ZOMBIE MEN IS TURNED ON HIM....
.... AND THE ENTIRE SCENE IS RELAYED TO THE WARLORD!
NOMAN! NO WONDER! WE SHOULD HAVE KNOWN!
HOW CAN I OVERCOME THAT INHUMAN... THAT'S IT! HE'S NOT HUMAN...!
IF I CAN'T DEFEAT HIM, PERHAPS I CAN CONTROL HIM WITH MY MIND MACHINES!
5

QUICKLY, THE WARLORD INCREASES THE POWER OF THE TRANSMITTER WHICH IMPOSES HIS WILL ON THE ZOMBIES...
...AND CONCENTRATES ALL ITS FORCE ON THE ANDROID AGENT....
NOMAN!! WHAT'S THE MATTER?
SOMEONE... SOMETHING IS TRYING TO TAKE OVER... MY MIND.... I...
HIS WILL IS INCREDIBLE, ...BUT NO MERE HUMAN MIND CAN WITHSTAND THE WARLORD!
I'M LOSING CONTROL... MUST GET AWAY.... OUT OF THIS BODY...
THE WARLORD SUCCEEDS BEYOND HIS EXPECTATIONS...
I'VE WON! WHAT TH...
I'M NOT IN CONTROL OF NOMAN... I AM NOMAN!
...AND A THOUSAND MILES AWAY ANOTHER NOMAN SITS UP....
WHAT.... WHERE.... THE WARLORD!
HE MUST BE IN CONTROL OF THAT BODY... AND THE CLOAK...
MUST GET ON THE RADIO!
6

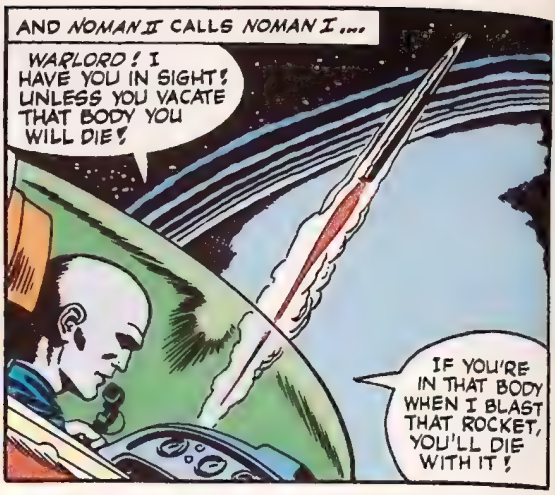
MEANWHILE....
WHAT IS IT, NOMAN?
GOOD! THE FOOLS DON'T SUSPECT ANYTHING!
IT'S NOTHING... JUST A BIT DIZZY FOR A MOMENT.... I'M ALL RIGHT NOW....
NOW I MUST REPORT TO THE BASE COMMANDER.... I HAVE URGENT INSTRUCTIONS FROM T.H.U.N.D.E.R.!
OF COURSE... RIGHT THROUGH HERE....
RESTRICTED AREA
DO NOT ENTER
WITHOUT QUESTION, THE WARLORD IS ADMITTED TO THE NERVE CENTER OF THE MISSILE COMPLEX...
NOMAN TO SEE THE C.O.
RIGHT THIS WAY, SIR!
SUDDENLY...
THIS IS T.H.U.N.D.E.R. CALLING! CONDITION RED! ALERT!
OH-OH! THAT CAN MEAN ONLY ONE THING...
NOMAN HAS CONTACTED US! THE NOMAN ON YOUR BASE IS AN IMPOSTOR!
OKAY, YOU... HEY!! WHERE'D HE GO?!!
SO FAR SO GOOD... NOW I CAN READY THE MISSILE FOR FIRING...
NOW TO SET ITS RANGE SO IT WILL LAND NEAR MY ISLAND, WHERE WE CAN RECOVER IT...
AND SABOTAGE THE DESTRUCT MECHANISM SO NOTHING CAN STOP IT!
7

ONCE I ACTIVATE THIS SWITCH, THE AUTOMATIC COUNTDOWN WILL BEGIN! THERE!
IN TEN MINUTES THE GREATEST DELIVERY SYSTEM IN THE WORLD WILL BE MINE.... WAIT!
WHY DON'T I DELIVER THIS BODY AS WELL... I'LL HAVE THE CLOAK OF INVISIBILITY AND THIS ANDROID TO STUDY....


QUICKLY, THE WARLORD MOUNTS THE GANTRY TO THE WARHEAD OF THE MISSILE.....
AS I THOUGHT! SINCE THERE IS NO PAYLOAD, THE NOSE CONE HAS SPACE FOR THIS BODY!
FAREWELL, FOOLS! NOW NOTHING CAN PREVENT WORLD WAR III!


MEANWHILE, NOMAN RACES TO THE SCENE IN AN EXPERIMENTAL ROCKET PLANE....
IT'S NO USE...
BY NOW THE WARLORD MUST HAVE CONTROL OF THE MISSILE... AND NO MANNED AIRCRAFT CAN MATCH ITS SPEED... AND THERE IT GOES!
XP

HA! THIS WAS TOO EASY!
IN SECONDS IT'LL BE OUT OF RANGE...
I MUST TRY TO BLUFF HIM....


AND NOMAN II CALLS NOMAN I....
WARLORD! I HAVE YOU IN SIGHT! UNLESS YOU VACATE THAT BODY YOU WILL DIE!
IF YOU'RE IN THAT BODY WHEN I BLAST THAT ROCKET, YOU'LL DIE WITH IT!

IN THE MISSILE THE WARLORD STRUGGLES WITH DOUBT....
YOU HAVE TEN SECONDS!
HE'S BLUFFING!
....OR IS HE? THAT SIGNAL IS VERY STRONG!

THE BLUFF WORKS!
I CAN'T TAKE THE CHANCE! MUST GET OUT...

... AND THE WARLORD FINDS HIMSELF BACK IN HIS CONTROL ROOM...
IT WAS A BLUFF! THE ROCKET IS STILL ON COURSE!
NO MATTER... I WILL STILL HAVE THE MISSILE... AND THE NOMAN BODY!

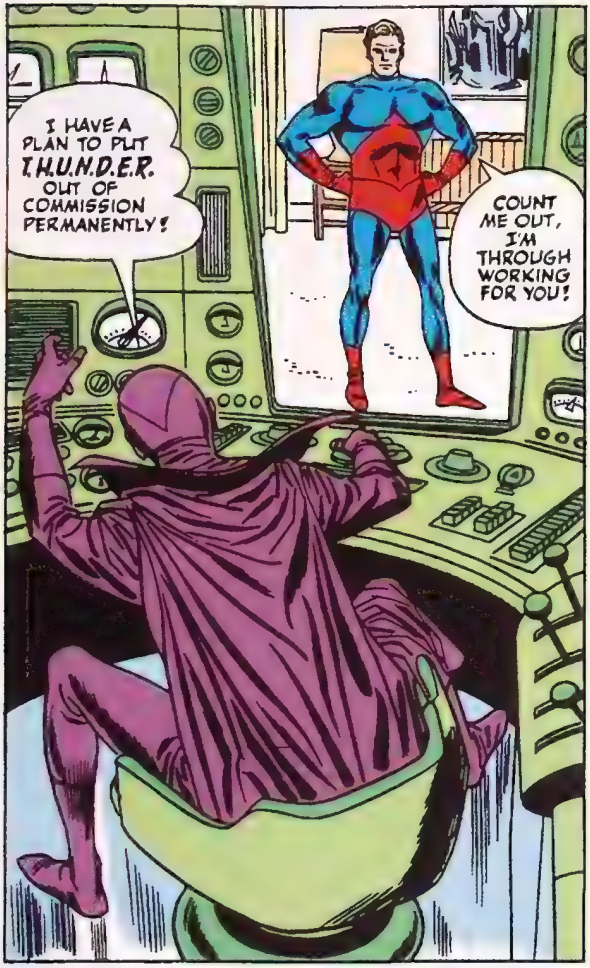
NOMAN QUICKLY PUTS HIS PLANE ON AUTOMATIC PILOT AND TRANSFERS TO THE BODY IN THE MISSILE...
NOW WHAT? I MUST DESTROY THIS THING SOMEHOW...

FIRST I'LL SEE IF I CAN BLAST THE GUIDANCE SYSTEM...
GOOD! IT'S BEGINNING TO SPIN! NOW TO GET OUT!
IT WILL COST ME THIS BODY, BUT I CAN SALVAGE THE CLOAK!
WOW! WHAT A VIEW! TOO BAD I HAVEN'T TIME TO ENJOY IT...
...MUST TRANSFER BACK...
THE MISSILE IS FALLING...LOOKS LIKE IT WILL SPIN IN OFF NEWFOUNDLAND!
PLEASE SEND A HELICOPTER TO MAP SECTOR 38 FOR MY CLOAK!
LATER, AT T.H.U.N.D.E.R. HQ..
INCREDIBLE! YOU SAY THE WARLORD TOOK OVER THE ANDROID...
WE MUST FIGURE OUT A WAY TO PREVENT IT HAPPENING AGAIN!
ONE MORE MOVE BY THE WARLORD HAS BEEN BLOCKED... BUT ONE BATTLE IS NOT THE WAR!
WE MUST PUT AN END TO HIM... AND SOON, OR HE MAY DESTROY US ALL!
10

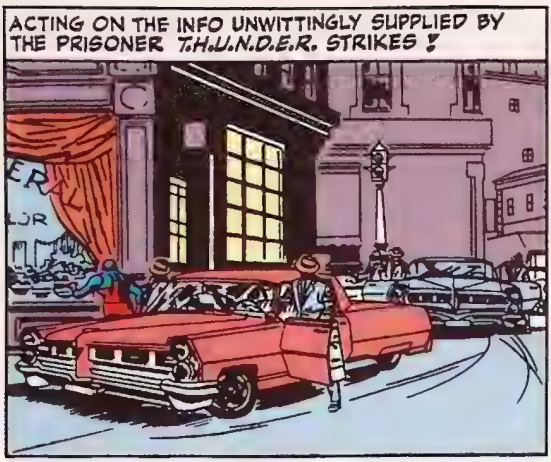
JOHNNY JANUS, ONE-TIME AGENT FOR THE **WARLORD**, REALIZING THAT THE UNSCRUPULOUS FIEND WOULD SACRIFICE EVEN HIM IN HIS INSATIABLE QUEST FOR WORLD DOMINATION, HAS SWORN UNDYING LOYALTY TO **T.H.U.N.D.E.R.**.... HE FACES *WARLORD* NOW AS

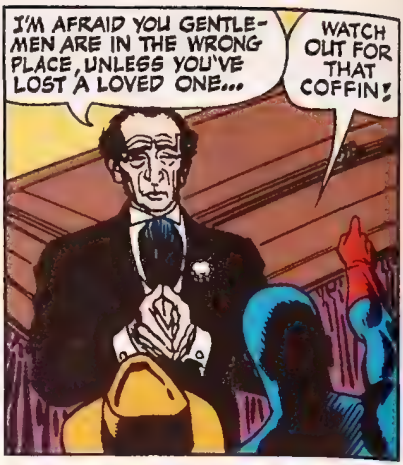
MENTHOR

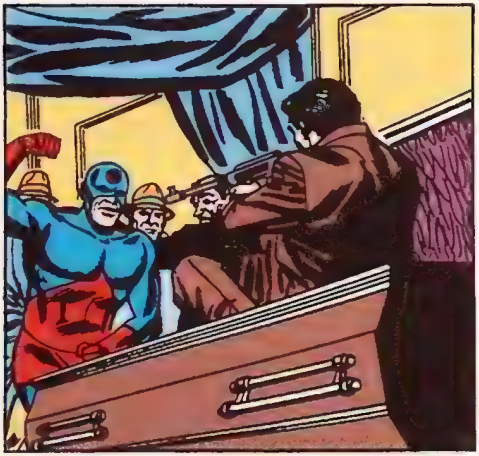
WHO USES THE SPECIAL MENTAL ENERGY CREATED BY HIS HELMET TO PERFORM FANTASTIC FEATS OF STRENGTH AND MENTAL PHENOMENA!



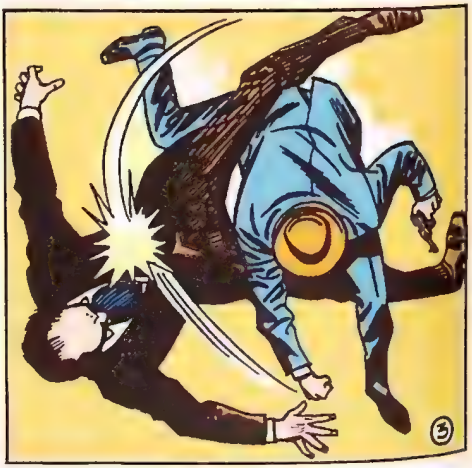
I MUST HELP T.H.U.N.D.E.R. STOP THIS FIEND!
WE HAVE REASON TO BELIEVE THE WARLORD IS PLANNING TO STRIKE IN THIS AREA!
IF WE CAN FIND OUT WHERE THE WARLORD'S SECRET WEAPONS CACHE IS HIDDEN WE CAN RUIN HIS INVASION PLANS!
BUT HOW..?
LET ME INTERROGATE THE PRISONERS WE CAPTURED FROM THE WARLORD'S COBRA SQUAD!
I DON'T THINK YOU'LL GET ANYTHING OUT OF THEM. THEY WON'T TALK!
YOU FORGET I CAN READ THEIR BRAIN WAVES!
WHERE DOES THE WARLORD HAVE HIS WEAPONS DEPOT?
I REFUSE TO ANSWER YOUR STUPID QUESTIONS.
THE IDIOTS! IF THEY ONLY KNEW THE WEAPONS DEPOT IS PRACTICALLY IN THEIR BACKYARD, DISGUISED AS A FUNERAL PARLOR!
THANKS!
2


ACTING ON THE INFO UNWITTINGLY SUPPLIED BY THE PRISONER T.H.U.N.D.E.R. STRIKES !


I'M AFRAID YOU GENTLEMEN ARE IN THE WRONG PLACE, UNLESS YOU'VE LOST A LOVED ONE...
WATCH OUT FOR THAT COFFIN!

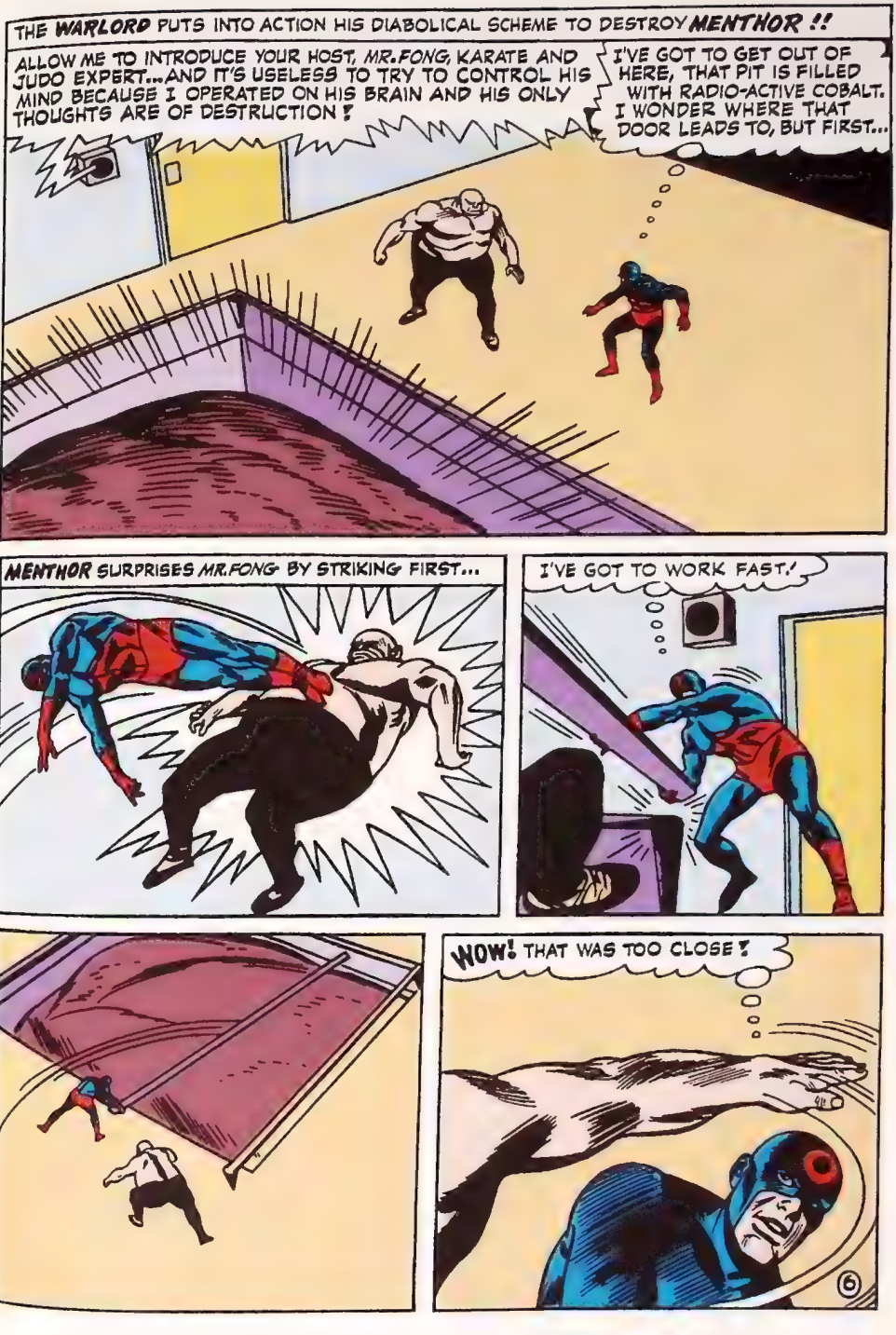


NO, YOU DON'T !


3

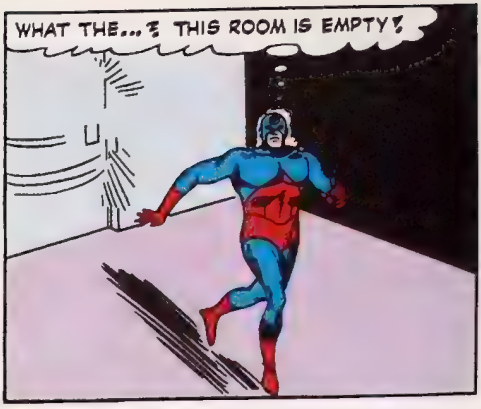
THIS WAY!
THEY ARE MET BY THE WARLORD'S GUARDS.
THE WARLORD'S SOLDIERS ARE SUBDUED.
4

HERE COMES SOME MORE!
MENTHOR STOPS THE REINFORCEMENTS BY THE USE OF MENTAL ENERGY.
THIS IS AS FAR AS YOU GUYS GO!
WOW, THIS HAUL SHOULD PUT A DENT IN THE WARLORDS PLANS.
THE WARLORD LEARNS OF THE ATTACK.
IF IT'S THE LAST THING I EVER DO, I VOW THAT MENTHOR WILL PAY FOR THIS WITH HIS LIFE!
THAT NIGHT...
THE WARLORD WANTS TO SEE YOU, TRAITOR!
I CAN'T MOVE!
YOU SWINE! YOU HAVE INTERFERED WITH MY OPERATIONS FOR THE LAST TIME. YOU WILL BE DESTROYED IN THE SPECIAL WAY I HAVE DEVISED FOR TRAITORS!


THE WARLORD PUTS INTO ACTION HIS DIABOLICAL SCHEME TO DESTROY MENTHOR !!
ALLOW ME TO INTRODUCE YOUR HOST, MR. FONG, KARATE AND JUDO EXPERT... AND IT'S USELESS TO TRY TO CONTROL HIS MIND BECAUSE I OPERATED ON HIS BRAIN AND HIS ONLY THOUGHTS ARE OF DESTRUCTION !
I'VE GOT TO GET OUT OF HERE, THAT PIT IS FILLED WITH RADIO-ACTIVE COBALT. I WONDER WHERE THAT DOOR LEADS TO, BUT FIRST...
MENTHOR SURPRISES MR. FONG BY STRIKING FIRST...
I'VE GOT TO WORK FAST!
WOW! THAT WAS TOO CLOSE !
6

IF HE LIFTS THIS RAIL I'M A DEAD DUCK!
7

I WONDER WHAT'S IN HERE?


WHAT THE...? THIS ROOM IS EMPTY!

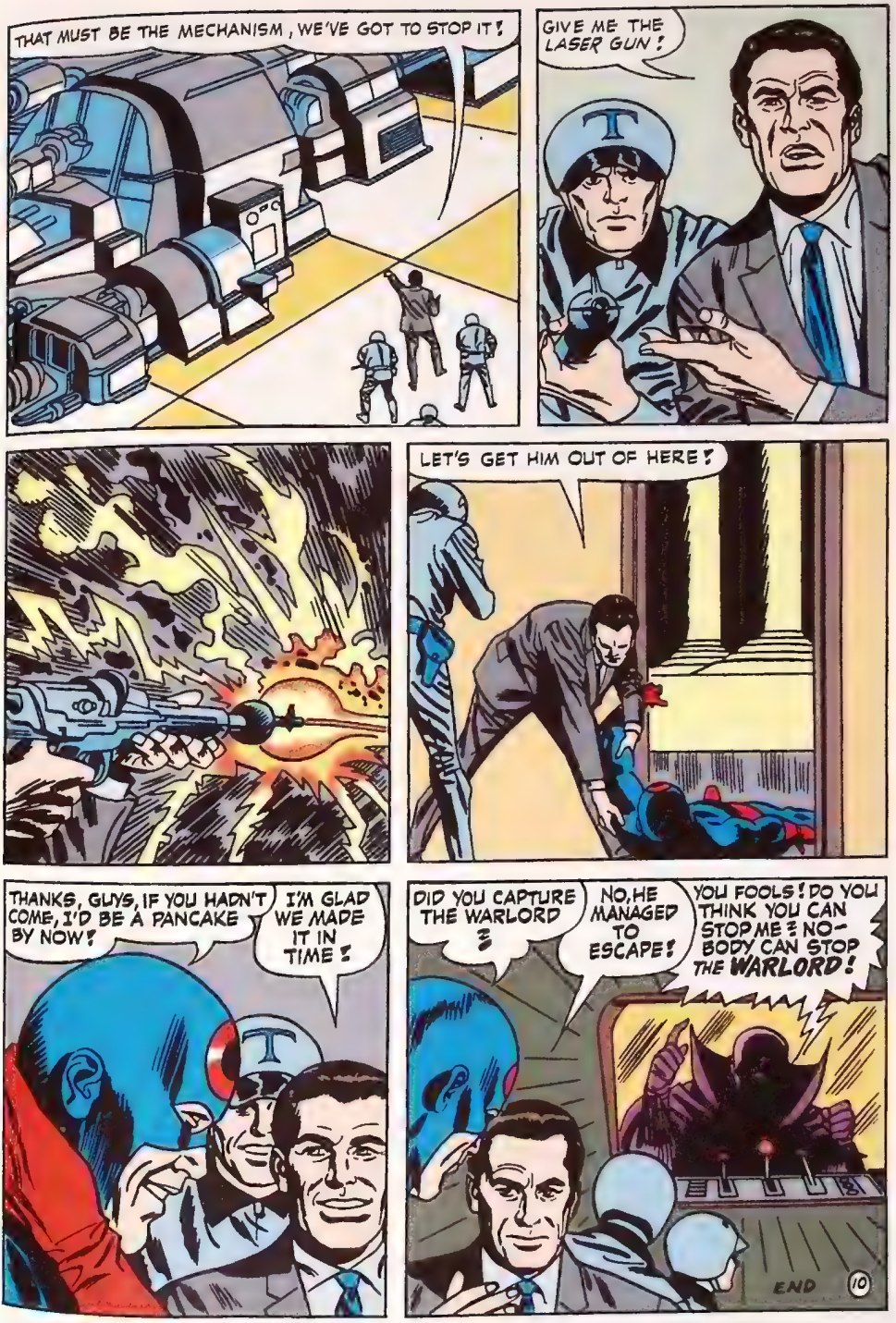
TRAITORS MUST DIE!
THE CEILING IS COMING DOWN... I'LL BE CRUSHED!

MENTHOR USES MENTAL FORCE....

I'VE STOPPED IT TEMPORARILY, BUT I CAN'T HOLD OUT MUCH LONGER!

I MUST CONTACT T.H.U.N.D.E.R.!!!

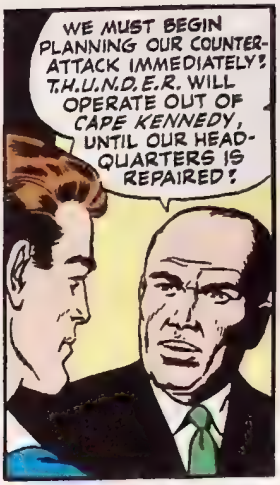
WHAT'S THE MATTER?
I'M RECEIVING A TELEPATHIC MESSAGE...
IT'S FROM MENTHOR. HE'S IN TROUBLE!
MENTHOR IS FIGHTING A LOSING BATTLE!
CAN'T YOU GO ANY FASTER?
I HOPE WE'RE NOT TOO LATE!
9


THAT MUST BE THE MECHANISM, WE'VE GOT TO STOP IT!
GIVE ME THE LASER GUN!
LET'S GET HIM OUT OF HERE!
THANKS, GUYS, IF YOU HADN'T COME, I'D BE A PANCAKE BY NOW!
I'M GLAD WE MADE IT IN TIME!
DID YOU CAPTURE THE WARLORD?
NO, HE MANAGED TO ESCAPE!
YOU FOOLS! DO YOU THINK YOU CAN STOP ME? NOBODY CAN STOP THE WARLORD!
END
10

DYNAMO
ALICE!
RETURNING TO T.H.U.N.D.E.R HEADQUARTERS AFTER RECEIVING A DESPERATE CALL, DYNAMO FINDS ONLY DESTRUCTION.... GONE IS THE ATTACKING ZOMBIE ARMY, AND WITH THEM YOUNG ALICE ROBBINS, WHO IS SECRETLY ADMIRED BY T.H.U.N.D.E.R.'S MIGHTIEST AGENT. EMBARKING ON A PERSONAL VENDETTA, DYNAMO RISKS HIS LIFE AND ONCE MORE COMES TO GRIPS WITH THE INCREDIBLY POWERFUL "DYNAVAC" IN A FIGHT TO THE FINISH... IT IS
"D-DAY FOR DYNAMO!"

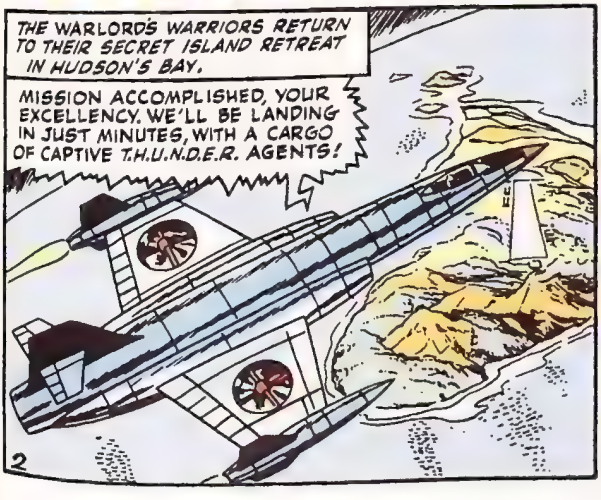
IT'S FUTILE TO KEEP SEARCHING FOR HER HERE! THE ZOMBIE ARMY TOOK ALL OF T.H.U.N.D.E.R.'S. PERSONNEL PRISONER...

I'LL KILL EVERY LAST ONE OF THEM IF THEY'VE HARMED HER!
EASY, BROWN..

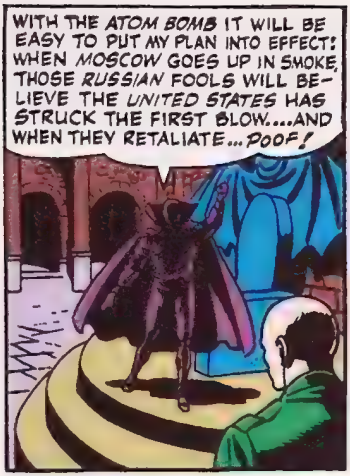

WE MUST BEGIN PLANNING OUR COUNTER-ATTACK IMMEDIATELY! T.H.U.N.D.E.R. WILL OPERATE OUT OF CAPE KENNEDY, UNTIL OUR HEADQUARTERS IS REPAIRED!

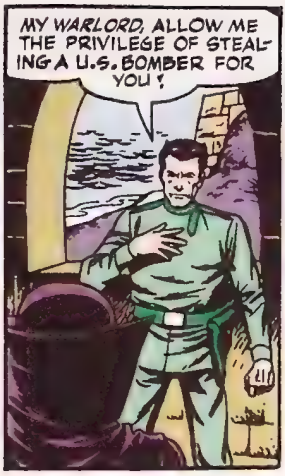
TO COMBAT THE WARLORD, WE'LL NEED A SUPREME EFFORT FROM EVERY T.H.U.N.D.E.R. AGENT! WITH MANY OF THE WORLD'S GREAT SCIENTIFIC MINDS IN HIS CAPTIVITY, THE WARLORD WILL BE ABLE TO MASS PRODUCE THESE 'DYNAVACS'!

"WITH AN ARMY OF DYNAVACS, THE WARLORD'S DREAM OF WORLD CONQUEST COULD SOON BECOME A REALITY."
TI Inc 576

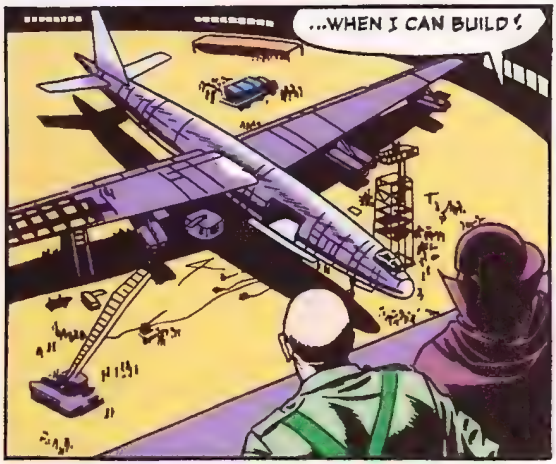

THE WARLORD'S WARRIORS RETURN TO THEIR SECRET ISLAND RETREAT IN HUDSON'S BAY.
MISSION ACCOMPLISHED, YOUR EXCELLENCY. WE'LL BE LANDING IN JUST MINUTES, WITH A CARGO OF CAPTIVE T.H.U.N.D.E.R. AGENTS!
2

WE ARE READY NOW! ALL OF MY PRELIMINARY PLANS HAVE BEEN COMPLETED. NOW IT IS TIME TO BEGIN THE FINAL PHASE.... LET WORLD WAR III BEGIN!


WITH THE ATOM BOMB IT WILL BE EASY TO PUT MY PLAN INTO EFFECT! WHEN MOSCOW GOES UP IN SMOKE, THOSE RUSSIAN FOOLS WILL BELIEVE THE UNITED STATES HAS STRUCK THE FIRST BLOW....AND WHEN THEY RETALIATE...POOF!


MY WARLORD, ALLOW ME THE PRIVILEGE OF STEALING A U.S. BOMBER FOR YOU!

NO! THAT WOULD TIP OFF THE WHOLE PLAN. I DON'T NEED TO STEAL...


...WHEN I CAN BUILD!

THE RUSSIANS WILL BE FOOLED COMPLETELY!.. EVEN THE AMERICANS WILL NOT COMPREHEND WHAT HAS HAPPENED UNTIL IT IS TOO LATE!

MEANWHILE ALICE ROBBINS DECIDES ON A DESPERATE MOVE....
MUST CONTACT T.H.U.N.D.E.R. SOMEHOW... THERE'S THE RADIO ROOM!
OOH.... I FEEL FAINT!

EACH T.H.U.N.D.E.R. AGENT HAS A SECRET GAS PELLET...AS THE GUARD BENDS OVER HER....
WHAT'S THE.. GASP!

SECONDS LATER IN THE RADIO ROOM...
3

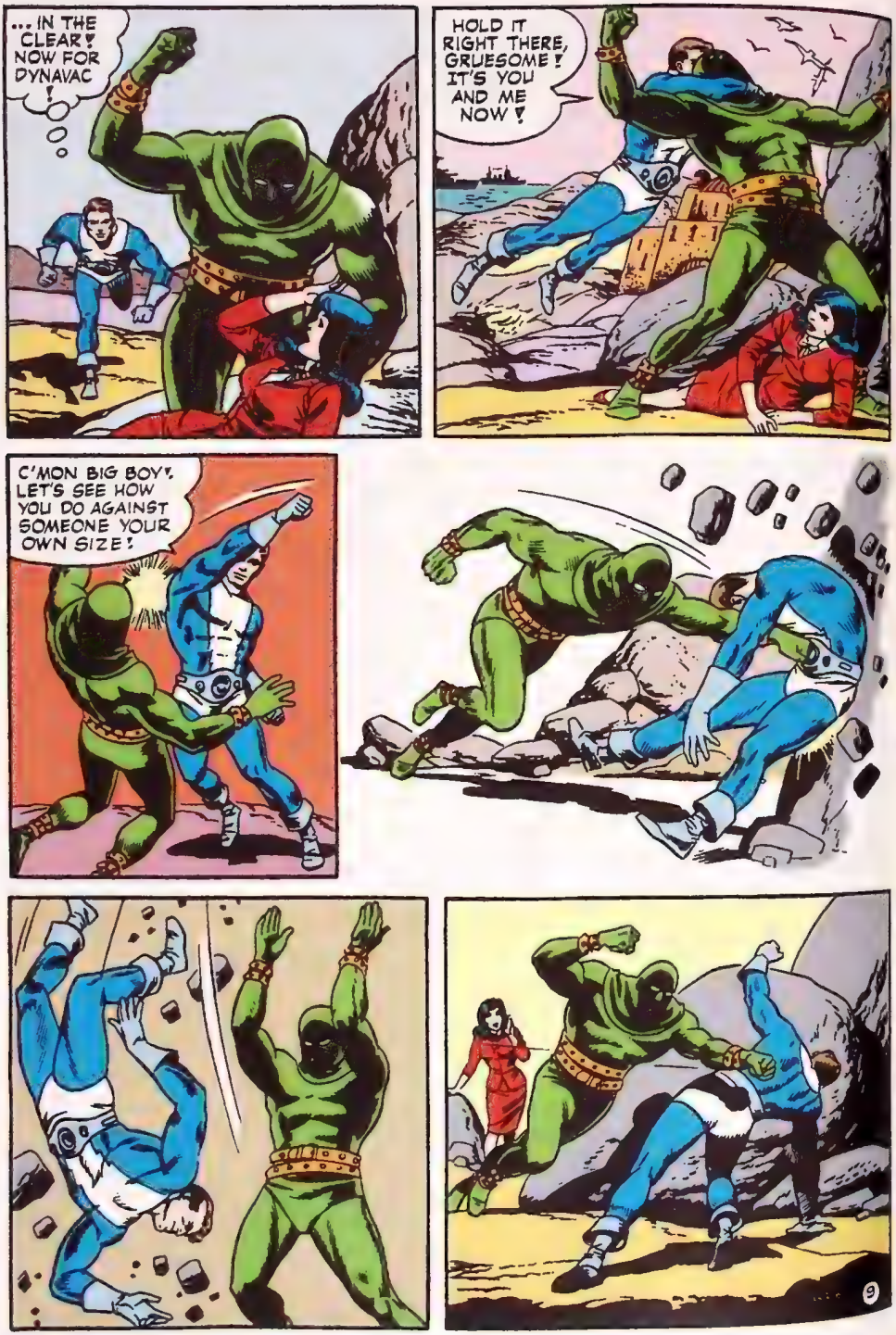
THIS SET MIGHT JUST BE POWERFUL ENOUGH TO BE PICKED UP BY T.H.U.N.D.E.R.! I MUST TRY....
SLAM!
CALLING T.H.U.N.D.E.R. THIS IS ALICE ROBBINS!
WHAM!
BAM!
A T.H.U.N.D.E.R. SEARCHPLANE PICKS UP THE SIGNAL...
I'M BEING HELD PRISONER ON THE WARLORD'S ISLAND!
LISTEN! CALL T.H.U.N.D.E.R. AT ONCE!
SEND HELP!
A-11 TO BASE.. GET MORE AIRCRAFTS INTO THIS SECTOR...MUST GET A CROSS-FIX!
I'LL TAKE THIS SET WITH ME... MUST GET OUT OF HERE BEFORE THEY CATCH ON!
BUT THE WARLORD IS ALREADY ALERTED....
ONE OF THE PRISONERS HAS GAINED CONTROL OF A RADIO SET..DYNAVAC! FIND HER.... AND DESTROY HER!
OH NO! THAT MONSTER IS AFTER ME!
CRASH!
MUSTN'T LET HIM GET HOLD OF THIS SET... MUST KEEP RUNNING...

MEANWHILE AT CAPE KENNEDY, DYNAMO HEARS A DELAYED RECORDING OF ALICE'S PLEA FOR HELP.
SEND HELP!
THANK HEAVENS SHE'S STILL ALIVE. BUT I'VE GOT TO GET THERE FAST!
LUCKILY T.H.U.N.D.E.R. PICKED CAPE KENNEDY FOR ITS TEMPORARY HEADQUARTERS. I CAN MAKE USE OF ITS FACILITIES...
DYNAMO, YOU'RE CRAZY! THE CIRCUITS HAVEN'T BEEN CHECKED OUT YET!
GET THAT COUNTDOWN STARTED DOWN THERE, DO YOU HEAR ME?
MINUTES LATER...
MEANWHILE HEAVILY ARMED WARSHIPS APPROACH THE WARLORD'S RETREAT.
THE SHIP'S GUNS OPEN FIRE, HOPING FOR A QUICK SURRENDER FROM THE WARLORD!
INSTEAD THE WARLORD'S FORCES DIG IN AND RETURN THE FIRE.....
5

HIGH ABOVE THE ATLANTIC OCEAN, THE CAPSULE FIRES ITS RETRO ROCKETS.
DYNAMO EMERGES, AS THE CRAFT PARACHUTES DOWN...
..AND TURNS THE DIAL...
NOW!
DYNAMO PLUMMETS TOWARD THE ATLANTIC OCEAN... WITH THE POWER OF THE THUNDERBELT SURGING THROUGH HIM.
THEN...
GOOD LANDING, DYNAMO! LISTEN, MAN, WE CAN'T FLATTEN THE PLACE BECAUSE OF THE HOSTAGES, ...BUT IF YOU COULD MAKE IT ASHORE...
MEANWHILE, ALICE IS STILL FLEEING THE LUMBERING DYNAVAC...
MUSTN'T LET HIM CATCH ME... OOH!
OH, MY ANKLE! I THINK IT'S TWISTED!

THE BARRAGE OF MISSILES AND ROCKETS CONTINUES AGAINST THE RESISTANCE ON THE BEACH. A LANDING BARGE, UNDER COVER OF THE FIRE, APPROACHES THE ISLAND.
AND A ONE-MAN INVASION FORCE RACES UP THE BEACH, DODGING THE HEAVY ONSLAUGHT OF GUNFIRE ... DYNAMO!
NOTHING BETTER GET IN MY WAY....
... AND I MEAN NOTHING!
7

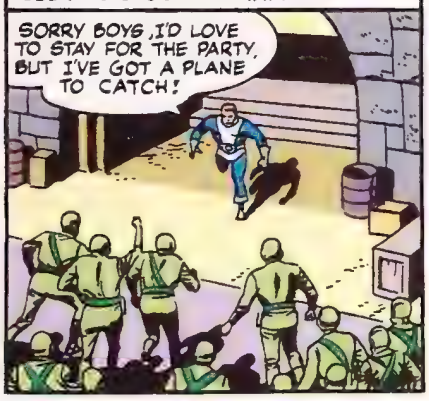
A GIRL! ... IT'S ALICE!
HELP! SOMEONE PLEASE HELP!
A WHOLE ARMY IN MY WAY... NO TIME TO WASTE...
I'LL JUST HAVE TO GO THROUGH THEM!


... IN THE CLEAR! NOW FOR DYNAVAC!
HOLD IT RIGHT THERE, GRUESOME! IT'S YOU AND ME NOW!
C'MON BIG BOY! LET'S SEE HOW YOU DO AGAINST SOMEONE YOUR OWN SIZE!
9

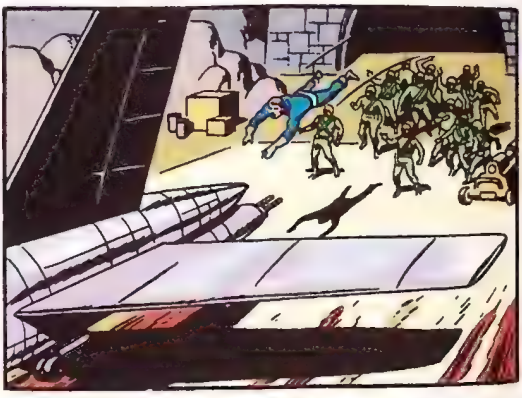
SLOWLY THE TIDE OF BATTLE TURNS.....
FINALLY DYNAVAC TOTTERS, THEN TOPPLES TO THE GROUND.
DYNAMO MAKES HIS WAY OVER TO HIS FALLEN ENEMY...
OH DYNAMO, I WAS AFRAID HE WAS GOING TO KILL YOU!
YOU CAN THANK THE T.H.U.N.D.E.R. SCIENCE BOYS, ALICE! THEY FIGURED OUT THAT DYNAVAC WAS A ROBOT... ALL I HAD TO DO WAS KEEP POUNDING AWAY AT ONE SPOT... HIS REMOTE CONTROL RADIO RECEIVER...
T.H.U.N.D.E.R. FORCES EASILY MAKE THEIR WAY UP THE BEACH. THE WARLORD'S DEMORALIZED TROOPS OFFER LITTLE RESISTANCE...

ALL IS LOST! WHAT A FOOL I WAS TO BELIEVE THAT THE WARLORD COULD DEFEAT T.H.U.N.D.E.R. AND DYNAMO! WHY, THAT COWARD WAS THE FIRST TO FLEE!

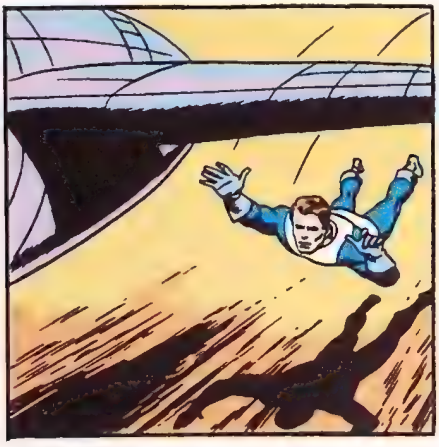
AS DYNAMO CHARGES TOWARD THE WARLORD'S PLANE, ZOMBIE GUARDS SEEK TO BLOCK HIS WAY.....

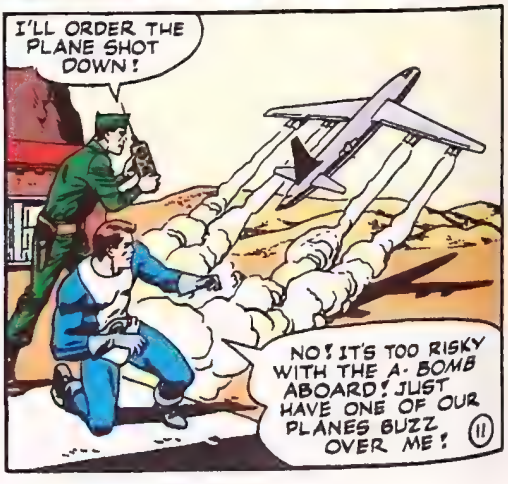


LEAPING OVER THE ZOMBIE ARMY, DYNAMO SAILS THROUGH THE AIR IN AN ATTEMPT TO LAND ON THE JET'S TAIL...

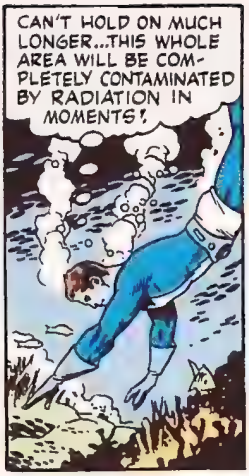


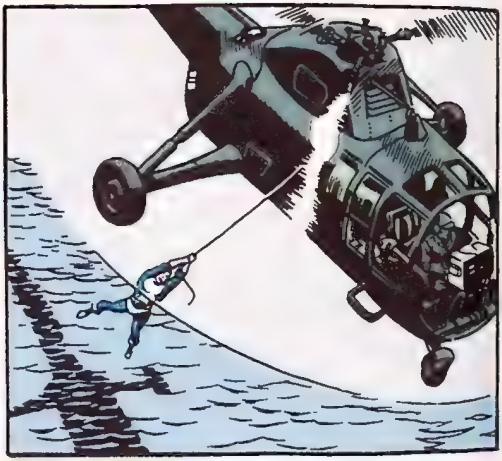
...BUT HE FALLS SHORT OF HIS MARK!





A T.H.U.N.D.E.R. JET ROARS OUT OF THE SKY AND OVER THE WAITING DYNAMO! THEN.....
HOPE YOU DON'T MIND UNEXPECTED VISITORS, BUT I WAS IN THE NEIGHBORHOOD AND THOUGHT I'D DROP IN!
I'VE FAILED, BUT I WARN YOU MY SUPERIORS SHALL CARRY ON AND SUCCEED IN THEIR CONQUEST OF THE EARTH! AS FOR YOU...
I'LL AT LEAST HAVE THE SATISFACTION THAT I'M TAKING YOU WITH ME!
I'VE GOT TO GET OUT OF HERE!
CRASH!
MUST HIT THE WATER BEFORE THE PLANE CRASHES!





BACK AT *T.H.U.N.D.E.R.* HEADQUARTERS AN ORDINARILY BRAVE MAN IS INWARDLY QUAKING AS....

FOLLOWED BY ANOTHER HAPPY MOMENT FOR *LEONARD BROWN*.

BUT THE HAPPY MOMENTS FADE AS UNCERTAINTY AND FEAR FILL THE THOUGHTS OF THE *T.H.U.N.D.E.R.* AGENT.

THE *WARLORD* SPOKE OF HIS SUPERIORS STRIKING BACK! AND THAT *FACE*... WHO...OR *WHAT* CAN THEY BE....?
DON'T MISS THE NEXT THRILL-PACKED ISSUE OF THUNDER AGENTS!

It was summer, school was out; there wasn't much to do. Matty Frank picked up a rock and tossed it aimlessly at a tree. He addressed his companion, "What do you feel like doing today, Phil?"

Before Phil could answer they were joined by a third youth.

"Hi, Mark," said Phil.

"Hi, fellows. I've got a terrific idea about what we can do this summer. Why don't we start a THUNDER AGENT Club?"

"Great! We could set up our headquarters in the old cave," said Matt . . . ". . . And my Dad has an old shortwave radio we could fix . . ."

Matt asked his father if they could have his old shortwave radio. "It's all yours," said his father, "but I don't think you can get it to work."

But his father underestimated the Junior Thunder Agents; before long they had the set in tiptop working order. They acquired an old desk and some chairs which they repaired and painted, and soon the

cave looked like a headquarters.

Physical fitness was an important part of the Thunder program; the boys spent many long hard hours training. And that training was going to pay off, sooner than they expected.

Suddenly a red light flashed on the panel board. That meant danger. Matt flipped a switch on the radio, "Thunder Headquarters, come in."

"This is Agent Mark, there is trouble at Lapresti's Fruit Store."

"We're on our way," said Matt, "over and out."

In another part of town four tough youths in black leather jackets swaggered into Lapresti's fruit store. One of the toughs took a peach and squeezed it, "Man, you sellin' this garbage to the public?"

"Boys, please leave me alone," pleaded the frightened storekeeper.

"Guys," said the tough, "he don't like our company."

"Listen dad," said another black leather clad youth, "like, you should be privileged to have the Demons pay you a visit."

"Right, man," said another member of the Demons, closing the door and locking it.

"Look, man," said the leader, biting into an apple, "you need protection. Like, you know, somebody might come around and ruin your merchandise." He turned over a basket of peaches as he spoke, ". . . and, like, we Demons, we see that nobody bothers you."

"Sam, I think this creep is getting the message. Right, pop?"

On the roof of the store the Junior Thunder Agents worked swiftly and silently to open the skylight. "What the . . ?" cried Sam, the leader of the Demons, as Matt suddenly leaped upon him from the open skylight. Quickly the rest of the Junior Thunder Agents followed Matt into the store.

Matt threw the startled Sam with a judo flip. Sam regained his feet and before he knew what happened he was on his back again. He attempted to flee, but Matt brought him down with a flying tackle.

Phil squared off against one of the Demons. "You're asking for it, creep," sneered the Demon, swinging a fist at the smaller Phil. Phil easily sidestepped and grabbed his arm and threw the surprised Demon over his shoulder. He fell with a crash to the floor. Another Demon jumped on Phil's back.

"Now you'll get yours," he rasped.

Mark dove from the skylight and joined the battle. The Demons were no match for the well-trained Junior Thunder Agents and were quickly subdued.

"Have you got some rope so we can tie these punks up?" asked Phil.

"Where do you keep your garbage?" grinned Mark.

"How can I ever thank you boys?" asked Mr. Lapresti.

"We're glad to have been of help, sir," said Matty.

"At least have some fruit," said the grateful storekeeper.

"Yeah, I don't mind if I do," said Phil, "that fight made me hungry."

"Take it easy on the bananas, remember we're in training," laughed Mark.

"Be sure to call the police to take away the trash," said Matt as the young Thunder Agents waved goodby.

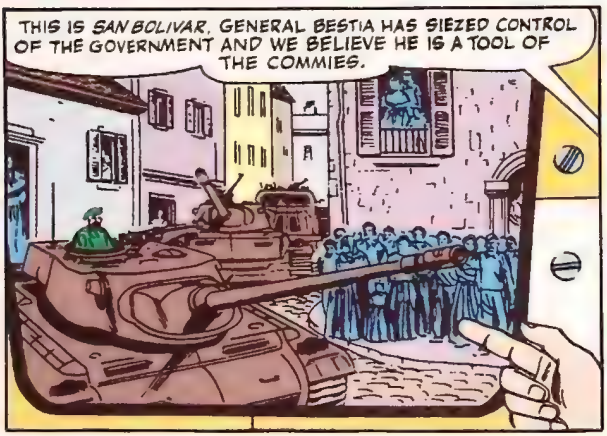
Mr. Lapresti alerted the police and they arrived shortly.

"Boy, what hit these guys?" asked one of the cops, "lightning?"

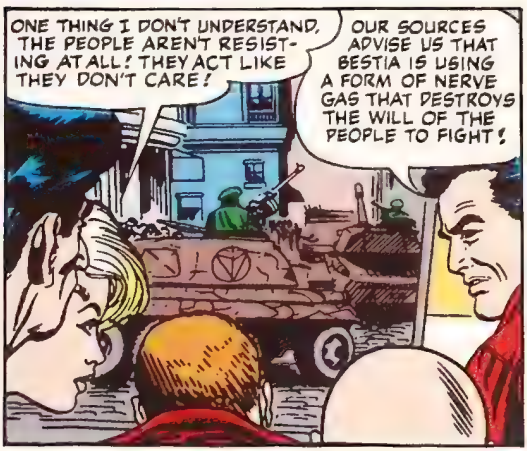
"No," smiled Mr. Lapresti, "it was Thunder."

T.H.U.N.D.E.R.
SQUAD
EACH MEMBER OF T.H.U.N.D.E.R. SQUAD IS A WELL-TRAINED, HIGHLY SKILLED SPECIALIST.
ATTENTION! ALL MEMBERS OF T.H.U.N.D.E.R. SQUAD WILL REPORT TO HEADQUARTERS. ON THE DOUBLE!

WHAT'S UP, GUY?
WE'VE GOT A TOUGH ASSIGNMENT.


THIS IS *SAN BOLIVAR*. GENERAL BESTIA HAS SIEZED CONTROL OF THE GOVERNMENT AND WE BELIEVE HE IS A TOOL OF THE COMMIES.

GREAT SCOTT! *SAN BOLIVAR* IS THE LARGEST RADIUM SOURCE IN THE WORLD, AND RADIUM TRANSLATED MEANS NUCLEAR WEAPONS!


ONE THING I DON'T UNDERSTAND, THE PEOPLE AREN'T RESISTING AT ALL! THEY ACT LIKE THEY DON'T CARE!
OUR SOURCES ADVISE US THAT BESTIA IS USING A FORM OF NERVE GAS THAT DESTROYS THE WILL OF THE PEOPLE TO FIGHT!

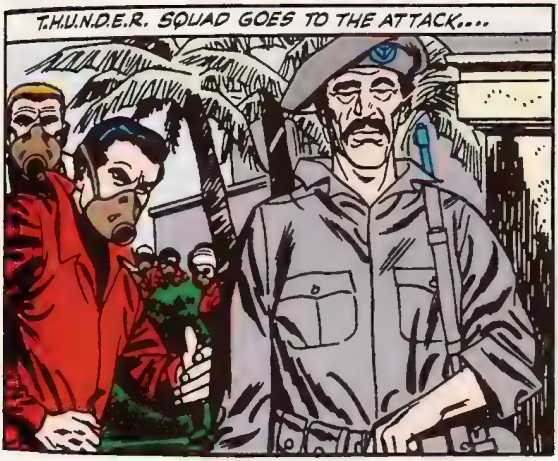
WHAT HAPPENED TO THE PRESIDENT?
HE IS BEING HELD PRISONER.

OUR JOB IS TO RESCUE THE PRESIDENT, FIND AND DESTROY THE SOURCE OF THE NERVE GAS. THE PEOPLE OF SAN BOLIVAR CAN TAKE IT FROM THERE!
T.H.U.N.D.E.R. SQUAD MOVES SWIFTLY INTO ACTION ABOARD THEIR SPECIAL NUCLEAR-POWERED SUB....
THERE ARE A NUMBER OF SECRET SUB-TERRANEAN CAVES WE WILL ENTER HERE!
OKAY, GOOD LUCK.
LAST ONE IN IS A ROTTEN EGG!
WHAT THE....?

THE WASTE FROM THE RADIUM WORKS MUST HAVE CAUSED THIS MUTATION!
EGGHEAD JOINS THE BATTLE....
THE MONSTER IS DESTROYED...

PHEW! I DON'T THINK I'LL EVER EAT SEAFOOD AGAIN!

FIRST WE HAVE TO GET TO THE PRESIDENT! HE'S BEING HELD PRISONER IN THE PALACE!


T.H.U.N.D.E.R. SQUAD GOES TO THE ATTACK....

THE NEXT ONE IS MINE!

TAKE FIVE, FELLA!
POW!

HURRY, WEEDY!

IN ANOTHER PART OF THE PALACE....

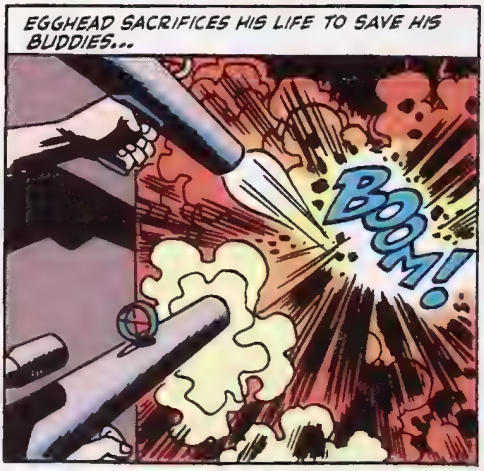
MR. PRESIDENT, WE'RE FROM T.H.U.N.D.E.R.
I'M CERTAINLY GLAD TO SEE YOU, BUT HOW.....?

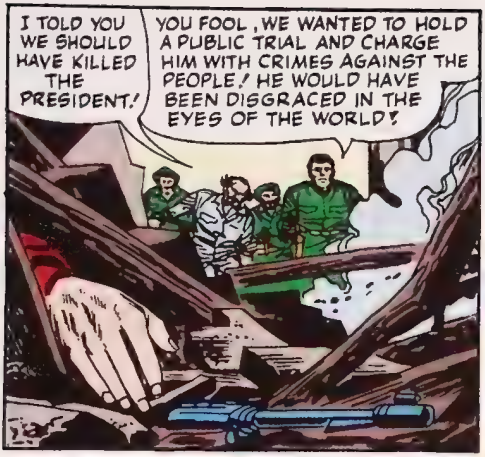
WE'VE NO TIME FOR QUESTIONS NOW, WE'D BETTER GET OUT OF HERE!
BESTIA, SOMETHEENG IS WRONG...
THEY MUST HAVE FOUND ONE OF OUR GUARDS!

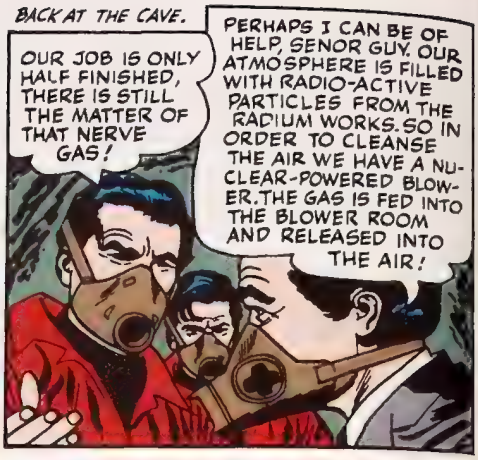
I'LL HOLD THEM OFF!

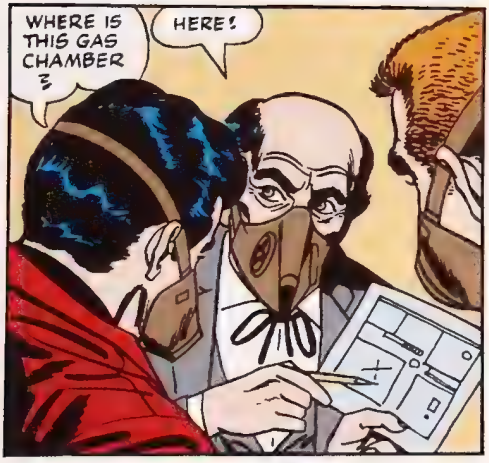
THAT'S MY JOB, EGGHEAD!
GET OUT OF HERE — BEFORE IT'S TOO LATE!

EGGHEAD STALLS BESTIA'S TROOPS LONG ENOUGH FOR THE MEN FROM T.H.U.N.D.E.R. TO GET AWAY.
YOU BLUNDERING IDIOT, YOU LET THE PRESIDENT ESCAPE!
BRING THE ROCKET RIFLES!


EGGHEAD SACRIFICES HIS LIFE TO SAVE HIS BUDDIES...
BOOM!


I TOLD YOU WE SHOULD HAVE KILLED THE PRESIDENT!
YOU FOOL, WE WANTED TO HOLD A PUBLIC TRIAL AND CHARGE HIM WITH CRIMES AGAINST THE PEOPLE! HE WOULD HAVE BEEN DISGRACED IN THE EYES OF THE WORLD!


BACK AT THE CAVE.
OUR JOB IS ONLY HALF FINISHED, THERE IS STILL THE MATTER OF THAT NERVE GAS!
PERHAPS I CAN BE OF HELP, SENOR GUY. OUR ATMOSPHERE IS FILLED WITH RADIO-ACTIVE PARTICLES FROM THE RADIUM WORKS. SO IN ORDER TO CLEANSE THE AIR WE HAVE A NUCLEAR-POWERED BLOWER. THE GAS IS FED INTO THE BLOWER ROOM AND RELEASED INTO THE AIR!



THE T.H.U.N.D.E.R. SQUAD QUICKLY OVERPOWERS THE GUARDS AT THE GAS CHAMBER...

THE BEAM IS TURNED OFF BY THE PROPER COMBINATION, BUT BESTIA HAD IT CHANGED. I DON'T KNOW THE NEW ONE!
THIS IS A JOB FOR ME! STAND BACK!
ONE WRONG TURN WILL SET OFF AN ALARM AND BRING BESTIA'S GUARDS SWOOPING DOWN ON US!
GOOD BOY!
"WHEW"
CLICK!
WHRRRRRRRR

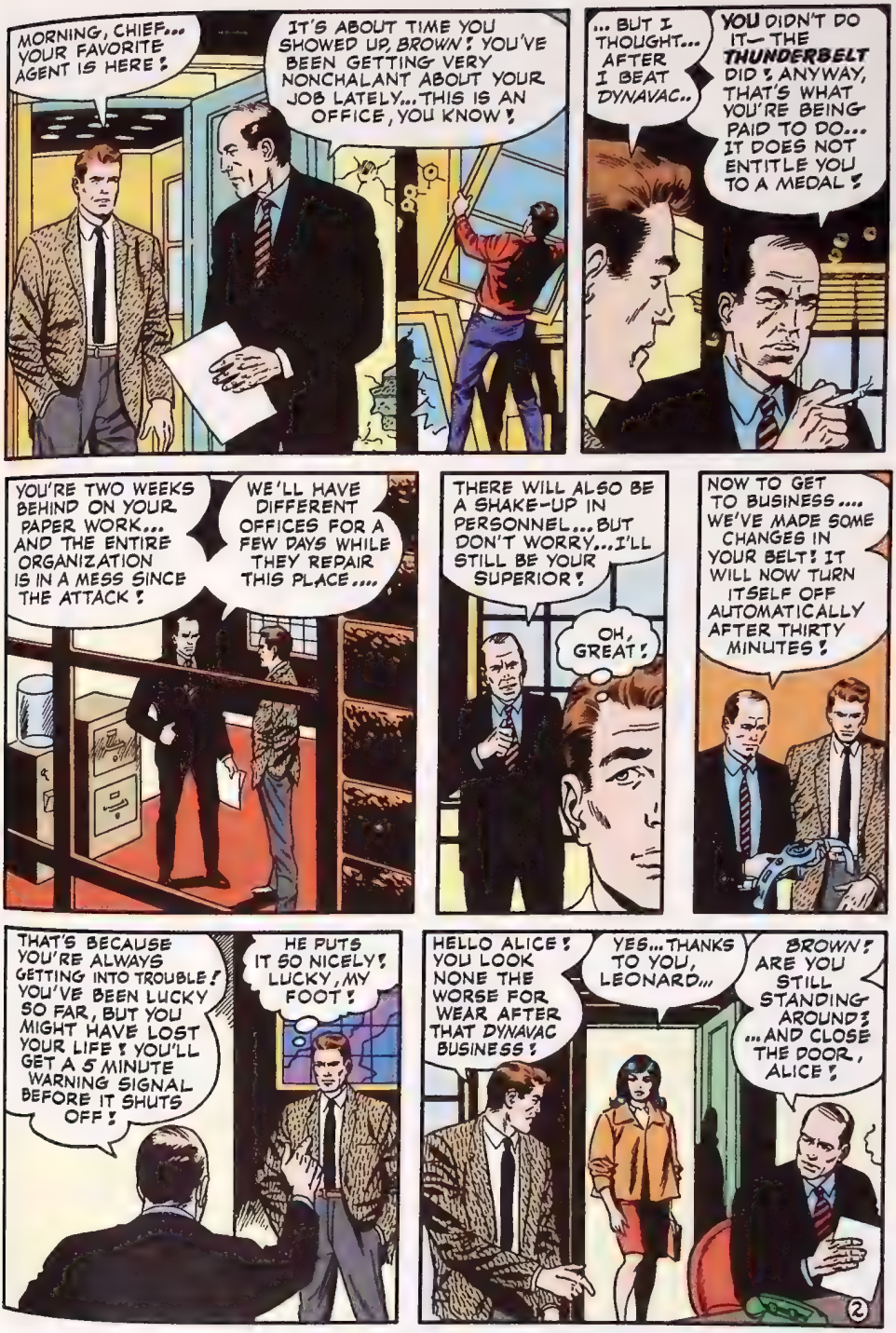
WITH THE NUCLEAR BLOWERS CLEARING THE AIR OF THE NERVE GAS THE WILL TO RESIST RETURNS TO THE PEASANTS AND THEY TURN ON THEIR CAPTORS...
BESTIA IS CAPTURED AND SPEEDILY BROUGHT TO JUSTICE...
MY COUNTRY WILL NEVER FORGET WHAT YOU AND YOUR FRIENDS HAVE DONE FOR US!
GLAD WE COULD HELP, SIR!
YOU'LL FIND THE T.H.U.N.D.E.R. SQUAD WHEREVER TYRANTS AND DESPOTS TRY TO IMPOSE THEIR WILLS ON FREEDOM LOVING PEOPLE!
FOLLOW THE THUNDER SQUAD IN THE NEXT ACTION PACKED ISSUE OF T.H.U.N.D.E.R. AGENTS!

THE HIGHER UNITED NATIONS DEFENSE ENFORCEMENT RESERVES

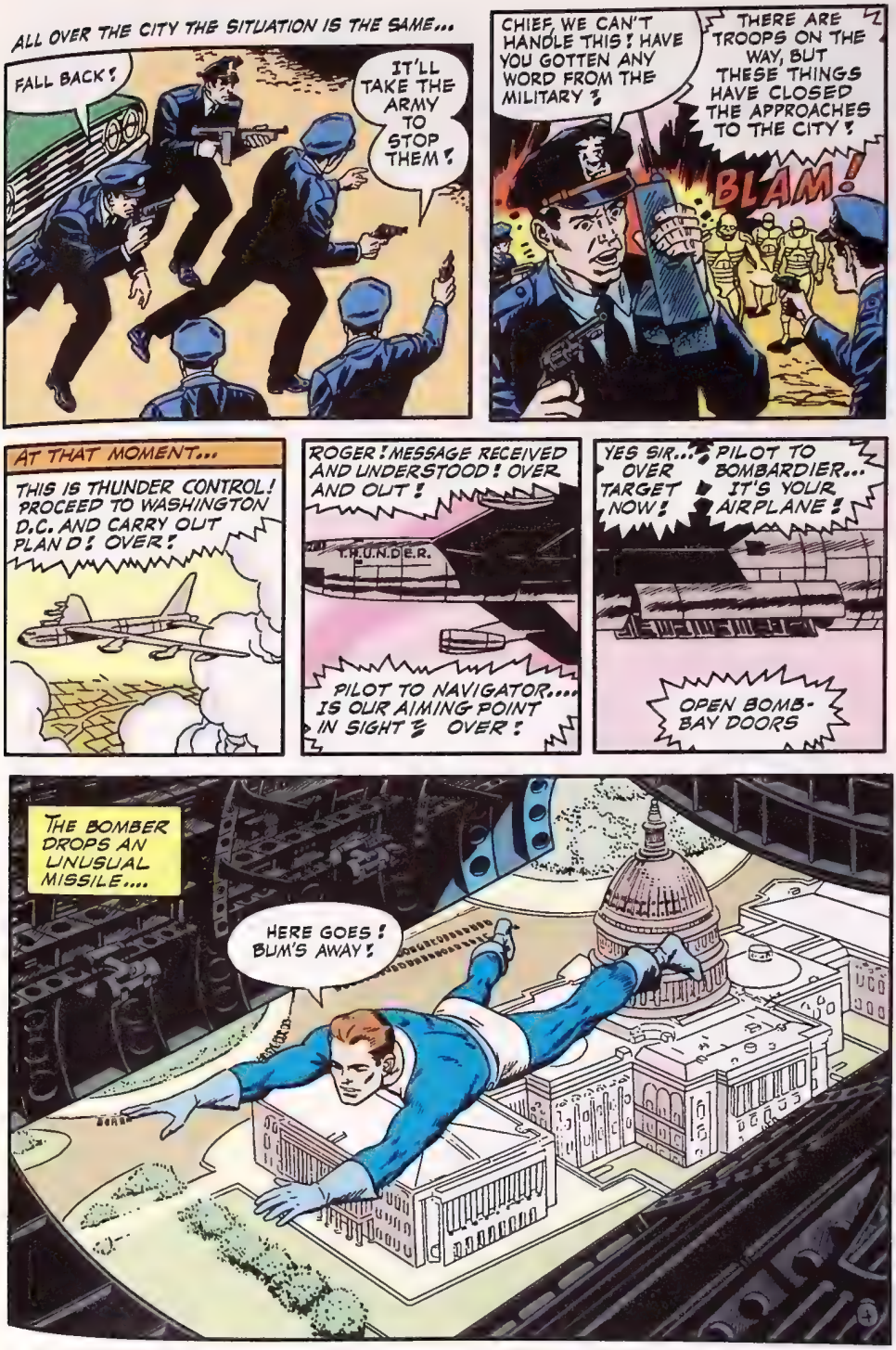
T.H.U.N.D.E.R. AGENTS

THE HIGHER UNITED NATIONS DEFENSE ENFORCEMENT RESERVES
T.H.U.N.D.E.R.
AGENTS
APPROVED BY THE COMICS CODE AUTHORITY
NO.1
25¢
CAN T.H.U.N.D.E.R. SURVIVE AS ITS TOP AGENTS BATTLE EACH OTHER?
DYNAMO
VS.
MENTHOR

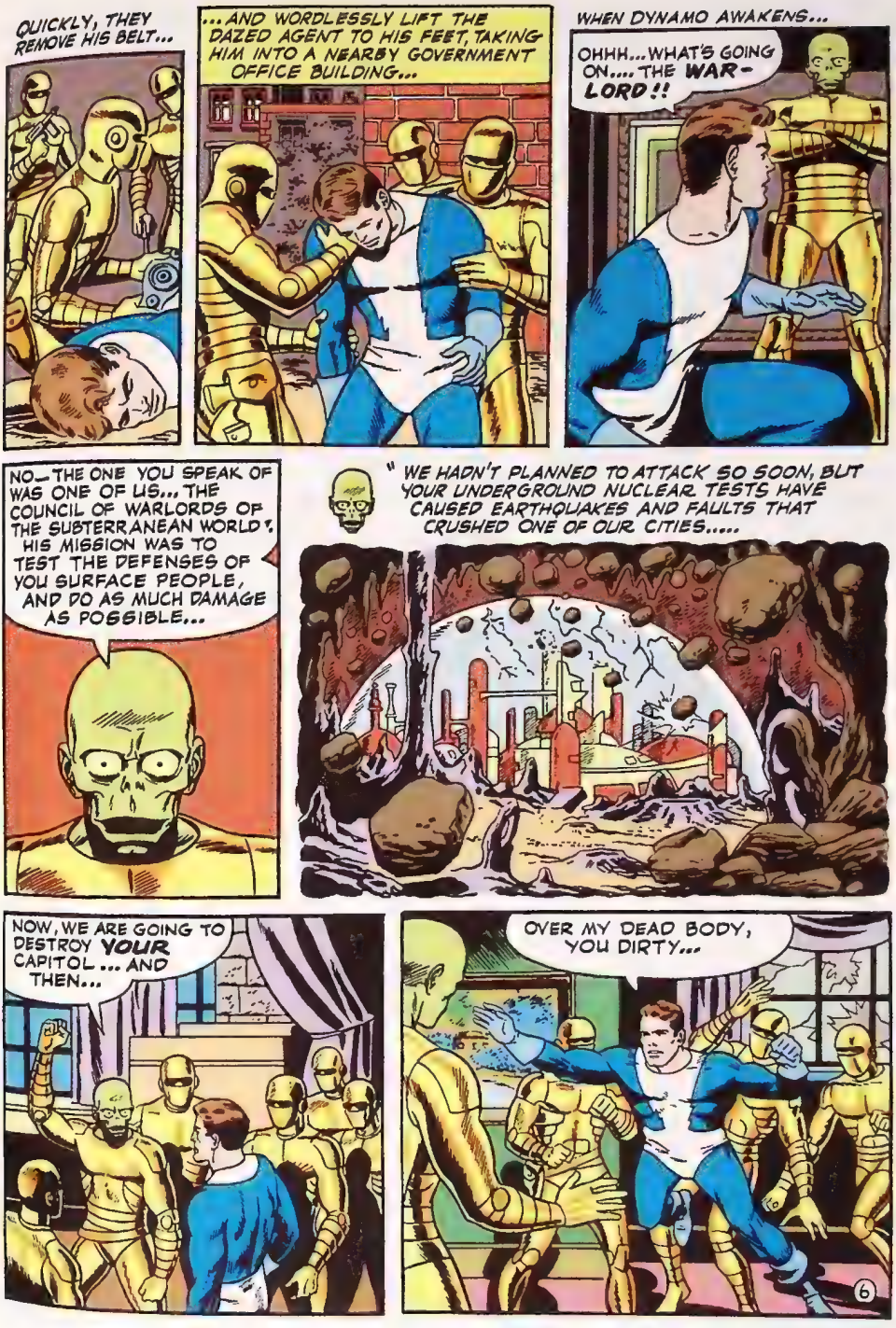
T.H.U.N.D.E.R. HAS RID THE WORLD OF THE THREAT OF THE "WARLORD" .... BUT IS FACED WITH AN EVEN GREATER MENACE AS THE NATION'S CAPITAL IS INVADED BY A WEIRD FORCE....
DYNAMO
BATTLES THE
SUBTERRANEANS
GET HIM! WITHOUT THE BELT, HE'S NOTHING!
WOOD

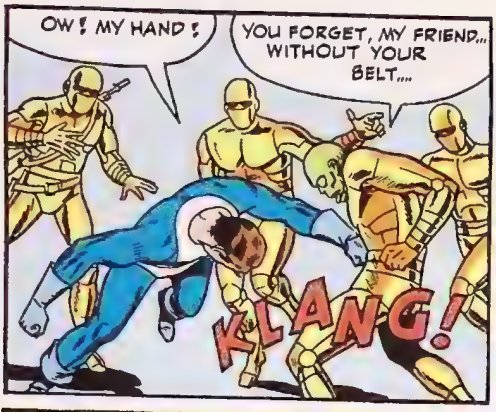

MORNING, CHIEF... YOUR FAVORITE AGENT IS HERE!
IT'S ABOUT TIME YOU SHOWED UP, BROWN! YOU'VE BEEN GETTING VERY NONCHALANT ABOUT YOUR JOB LATELY... THIS IS AN OFFICE, YOU KNOW!
... BUT I THOUGHT... AFTER I BEAT DYNAVAC..
YOU DIDN'T DO IT— THE THUNDERBELT DID! ANYWAY, THAT'S WHAT YOU'RE BEING PAID TO DO... IT DOES NOT ENTITLE YOU TO A MEDAL!
YOU'RE TWO WEEKS BEHIND ON YOUR PAPER WORK... AND THE ENTIRE ORGANIZATION IS IN A MESS SINCE THE ATTACK!
WE'LL HAVE DIFFERENT OFFICES FOR A FEW DAYS WHILE THEY REPAIR THIS PLACE....
THERE WILL ALSO BE A SHAKE-UP IN PERSONNEL... BUT DON'T WORRY... I'LL STILL BE YOUR SUPERIOR!
OH, GREAT!
NOW TO GET TO BUSINESS.... WE'VE MADE SOME CHANGES IN YOUR BELT! IT WILL NOW TURN ITSELF OFF AUTOMATICALLY AFTER THIRTY MINUTES!
THAT'S BECAUSE YOU'RE ALWAYS GETTING INTO TROUBLE! YOU'VE BEEN LUCKY SO FAR, BUT YOU MIGHT HAVE LOST YOUR LIFE! YOU'LL GET A 5 MINUTE WARNING SIGNAL BEFORE IT SHUTS OFF!
HE PUTS IT SO NICELY! LUCKY, MY FOOT!
HELLO ALICE! YOU LOOK NONE THE WORSE FOR WEAR AFTER THAT DYNAVAC BUSINESS!
YES... THANKS TO YOU, LEONARD...
BROWN! ARE YOU STILL STANDING AROUND? ...AND CLOSE THE DOOR, ALICE!
2

MEANWHILE, AT THE NATION'S CAPITOL...
WE MUST CAPTURE THE CITY BEFORE THEY KNOW WHAT HIT THEM!
MEN IN ARMOR RISE FROM THE GROUND ALL OVER THE CITY...
CHARLIE, DO YOU SEE WHAT I....
YEAH... BUT I DON'T BELIEVE IT!
HALT OR I'LL FIRE!
BULLETS HAVE NO EFFECT ON THAT ARMOR! RUN FOR IT!
ZING!
LET'S GET OUT OF HERE, CHARLIE! THEY'RE SPRING-ING UP LIKE DAISIES!

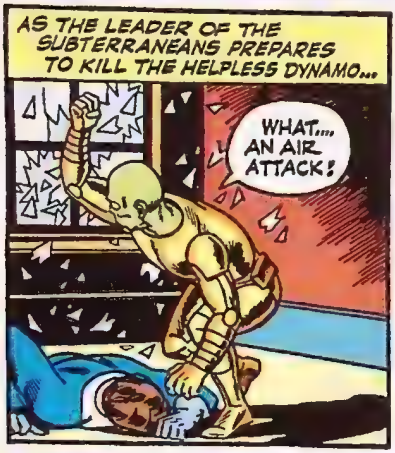

ALL OVER THE CITY THE SITUATION IS THE SAME...
FALL BACK!
IT'LL TAKE THE ARMY TO STOP THEM!
CHIEF, WE CAN'T HANDLE THIS! HAVE YOU GOTTEN ANY WORD FROM THE MILITARY?
THERE ARE TROOPS ON THE WAY, BUT THESE THINGS HAVE CLOSED THE APPROACHES TO THE CITY!
BLAM!
AT THAT MOMENT...
THIS IS THUNDER CONTROL! PROCEED TO WASHINGTON D.C. AND CARRY OUT PLAN D! OVER!
ROGER! MESSAGE RECEIVED AND UNDERSTOOD! OVER AND OUT!
T.H.U.N.D.E.R.
PILOT TO NAVIGATOR.... IS OUR AIMING POINT IN SIGHT? OVER!
YES SIR... OVER TARGET NOW!
PILOT TO BOMBARDIER... IT'S YOUR AIRPLANE!
OPEN BOMB-BAY DOORS
THE BOMBER DROPS AN UNUSUAL MISSILE....
HERE GOES! BUM'S AWAY!

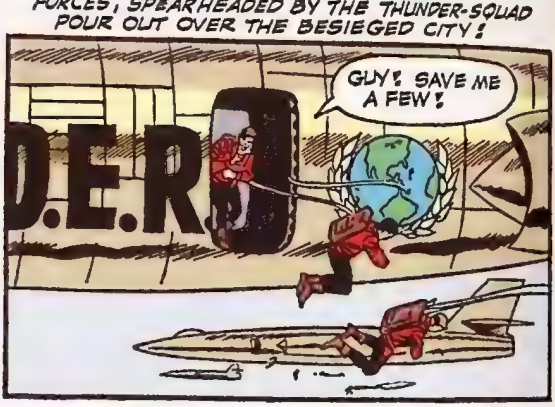
DYNAMO COMES DOWN IN THE POTOMAC...
GLAD THAT BOMBARDIER KNEW HIS BUSINESS!
WELL! WHAT HAVE WE HERE! LOOKS LIKE A TIN CAN CONVENTION...
POW!
POW!
YOU COULD AT LEAST GIVE A GUY A CHANCE TO DRY OFF! GUY COULD CATCH A BAD COLD....
SAY! YOU GUYS DON'T HAVE MUCH TO SAY FOR YOURSELVES, DO YOU?
IN EERIE SILENCE, THE ARMORED INVADERS COME ON RELENTLESSLY, WAVE UPON WAVE...
AND THEN....
THEY'VE BROUGHT UP THE ARTILLERY! I'M IN TROUBLE!
BLAM!
5


QUICKLY, THEY REMOVE HIS BELT...
...AND WORDLESSLY LIFT THE DAZED AGENT TO HIS FEET, TAKING HIM INTO A NEARBY GOVERNMENT OFFICE BUILDING...
WHEN DYNAMO AWAKENS...
OHHH...WHAT'S GOING ON.... THE WAR-LORD!!
NO—THE ONE YOU SPEAK OF WAS ONE OF US... THE COUNCIL OF WARLORDS OF THE SUBTERRANEAN WORLD. HIS MISSION WAS TO TEST THE DEFENSES OF YOU SURFACE PEOPLE, AND DO AS MUCH DAMAGE AS POSSIBLE...
" WE HADN'T PLANNED TO ATTACK SO SOON, BUT YOUR UNDERGROUND NUCLEAR TESTS HAVE CAUSED EARTHQUAKES AND FAULTS THAT CRUSHED ONE OF OUR CITIES.....
NOW, WE ARE GOING TO DESTROY YOUR CAPITOL... AND THEN...
OVER MY DEAD BODY, YOU DIRTY...
6

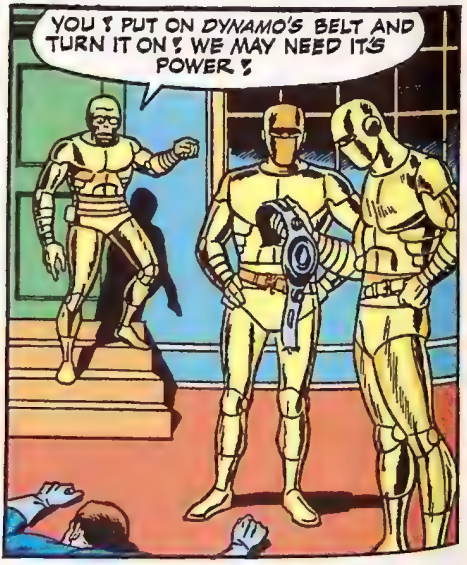

OW! MY HAND!
YOU FORGET, MY FRIEND... WITHOUT YOUR BELT....
KLANG!

.... WE HAVE A DISTINCT ADVANTAGE!!

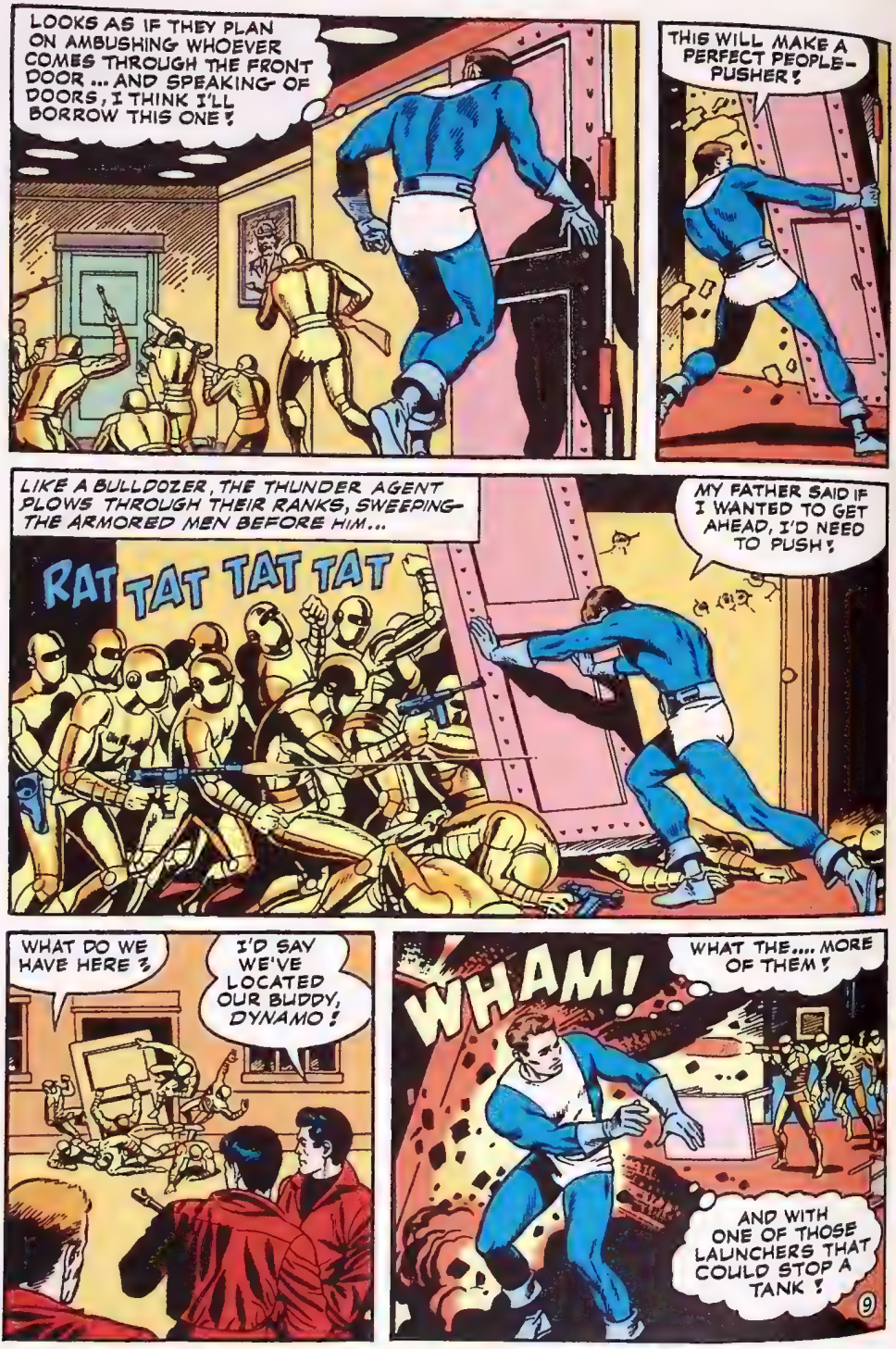

AS THE LEADER OF THE SUBTERRANEANS PREPARES TO KILL THE HELPLESS DYNAMO...
WHAT... AN AIR ATTACK!


THE COUNTERATTACK BEGINS! AIRBORNE FORCES, SPEARHEADED BY THE THUNDER-SQUAD POUR OUT OVER THE BESIEGED CITY!
GUY! SAVE ME A FEW!

THE ATTACK IS SWIFT AND DEADLY, BUT THE RESISTANCE IS STUBBORN...
WE'VE GOT TO FIND DYNAMO! IF HE'S STILL ALIVE!
BA-ROOM!


YOU! PUT ON DYNAMO'S BELT AND TURN IT ON! WE MAY NEED ITS POWER!

I'M GLAD YOU ARE CONSCIOUS AGAIN, DYNAMO - YOU ARE IN TIME TO SEE THE BELT USED TO DESTROY YOUR FRIENDS!
BOOM!
WOW! WHEN THE CHIEF SAID ONLY I COULD USE THAT BELT, HE WASN'T JOKING!
NOW'S MY CHANCE!
STOP HIM!
STOP HIM! HE MUSTN'T GET THAT BELT!
SORRY.... WE CAN'T ALL WEAR IT, NOW CAN WE?
THERE... IT'S ONLY A MATTER OF SNAPPING THE LOCK, SINCE THE DIAL IS IN THE "ON" POSITION!
I REALIZE THIS MUST COME AS A SHOCK TO YOU!
UH-OH--- WHAT'S THE REST OF OUR FRIENDLY LITTLE GROUP UP TO?
8


LOOKS AS IF THEY PLAN ON AMBUSHING WHOEVER COMES THROUGH THE FRONT DOOR ... AND SPEAKING OF DOORS, I THINK I'LL BORROW THIS ONE!
THIS WILL MAKE A PERFECT PEOPLE-PUSHER!
LIKE A BULLDOZER, THE THUNDER AGENT PLOWS THROUGH THEIR RANKS, SWEEPING THE ARMORED MEN BEFORE HIM...
RAT TAT TAT TAT
MY FATHER SAID IF I WANTED TO GET AHEAD, I'D NEED TO PUSH!
WHAT DO WE HAVE HERE?
I'D SAY WE'VE LOCATED OUR BUDDY, DYNAMO!
WHAM!
WHAT THE.... MORE OF THEM!
AND WITH ONE OF THOSE LAUNCHERS THAT COULD STOP A TANK!
9

STOP HIM! SHOOT HIM DOWN!
KR-RUMF!
:GASP:
DYNAMO LANDS, BRINGING DOWN A LARGE SECTION OF THE CEILING —
WHAT THE... THEY'VE ALL STOPPED MOVING!
THAT'S BECAUSE THEY'RE ALL ROBOTS— THAT CEILING FLATTENED THE GREEN CREEP WHO WAS DIRECTING THEM!
ONE WARLORD WAS BAD ENOUGH... NOW ANOTHER ONE SHOWS UP! WHAT IF THERE ARE THOUSANDS OF THEM...
YEAH... THE IDEA OF A WHOLE RACE OF THEM LIVING IN CAVES UNDER US IS KIND OF DISTURBING... WELL, WE'VE GOT THIS ONE... LET'S GET HIM TO T.H.U.N.D.E.R. HQ!
DON'T MISS THE FINAL ENCOUNTER WITH THE SUBTERRANEANS... COMING SOON!

DYNAMO

OFFICIAL T.H.U.N.D.E.R. SECRET FILE DOSSIER

NAME: Brown, Leonard AGE: 23

DESCRIPTION: HAIR: Lt.brown EYES: Blue HEIGHT: 6'1"
WEIGHT: 200 (normal) 1000+ (with belt activated)

SPECIALTY: The Thunderbelt

REMARKS: Belt increases mass and density of molecules, increasing strength a hundredfold and rendering body nearly impenetrable.

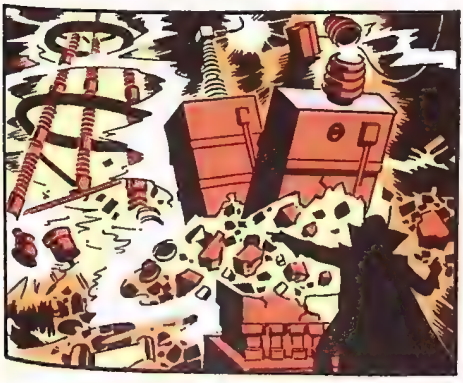
THE CRIMINAL ELEMENT OUR COUNTRY HAS TO DEAL WITH IS INSIDIOUS ENOUGH WITHOUT THE ADDITION OF SUPERHUMAN POWERS! NOMAN ENCOUNTERS A FOE WHO CAN CAUSE TOTAL DESTRUCTION MERELY BY POINTING AT SOMETHING.

T.H.U.N.D.E.R. AGENT

NoMan

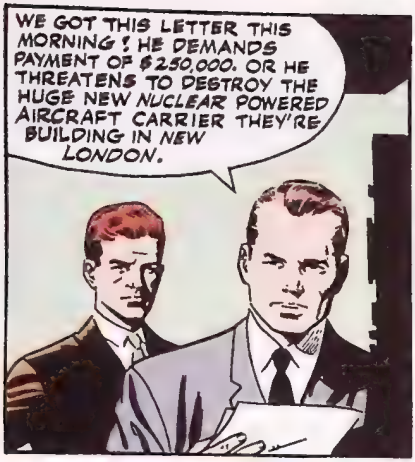
FACES THE THREAT OF THE AMAZING VIBRAMAN

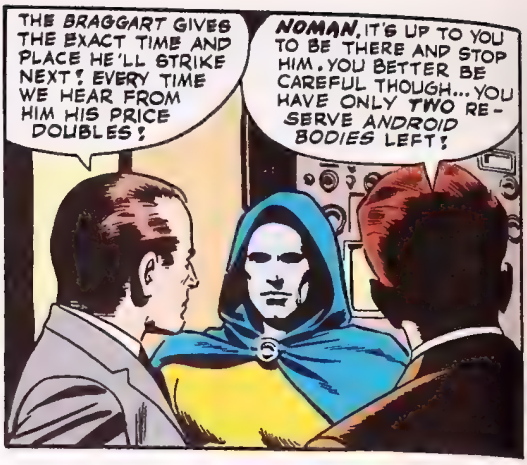
DISASTER STRIKES FOR THE THIRD TIME IN TWO DAYS! AN ELECTRICAL POWER UNIT SUDDENLY COLLAPSES!



IN THE OFFICE OF T.H.U.N.D.E.R.

YOU KNOW WHY YOU'RE HERE, NOMAN! SOME FANTASTIC WEAPON IS BEING USED ON THE COUNTRY BY AN UNKNOWN AGENT WHO CALLS HIMSELF VIBRAMAN!
HE'S SO CONFIDENT, HE'S SENT AN ULTIMATUM TO THE PRESIDENT!
1


WE GOT THIS LETTER THIS MORNING! HE DEMANDS PAYMENT OF $250,000. OR HE THREATENS TO DESTROY THE HUGE NEW NUCLEAR POWERED AIRCRAFT CARRIER THEY'RE BUILDING IN NEW LONDON.


THE BRAGGART GIVES THE EXACT TIME AND PLACE HE'LL STRIKE NEXT! EVERY TIME WE HEAR FROM HIM HIS PRICE DOUBLES!
NOMAN, IT'S UP TO YOU TO BE THERE AND STOP HIM. YOU BETTER BE CAREFUL THOUGH... YOU HAVE ONLY TWO RESERVE ANDROID BODIES LEFT!

HIDDEN BEHIND HIS CLOAK OF INVISIBILITY, NOMAN WAITS AT THE DOCKS...
THAT MAN..!

BUT BEFORE NOMAN CAN ACT...
IT'S HIM! VIBRA-MAN...

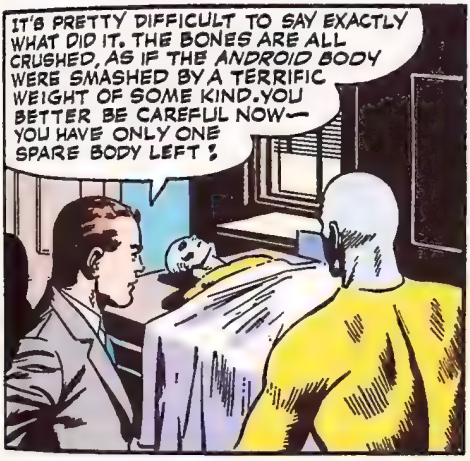
... THE STRANGER POINTS HIS ARM AND...
BA-RROOM!

THE SHOCKED NOMAN LEAPS INTO ACTION!!
HOLD IT, IRON EARS...YOU CAN'T DO THINGS LIKE THIS!

HOW CAN HE SEE ME?! HOW CAN HE SEE? HE'S GOT NO EYES!
2

GOT TO TRANSFER TO MY RESERVE UNIT...
KRUMF!

BUT THE UNSEEN AGENT OBSERVES HIS OWN DEMISE THROUGH THE EYES OF HIS RESERVE ANDROID BODY...
... GOT TO PLAY IT COOL FOR NOW... GOOD! HE'S LEAVING WITHOUT TAKING THE CLOAK OF INVISIBILITY!


IT'S PRETTY DIFFICULT TO SAY EXACTLY WHAT DID IT. THE BONES ARE ALL CRUSHED, AS IF THE ANDROID BODY WERE SMASHED BY A TERRIFIC WEIGHT OF SOME KIND. YOU BETTER BE CAREFUL NOW— YOU HAVE ONLY ONE SPARE BODY LEFT!

THE NEXT MORNING, ANOTHER THREATENING LETTER...
THIS TIME IT'S THE LOCKWOOD AIRCRAFT COMPANY— WE'LL EVACUATE IT, OF COURSE, JUST AS WE DID THE DOCKS AT NEW LONDON. BUT WE MUST KNOW WHAT POWER HE'S HARNESSED!

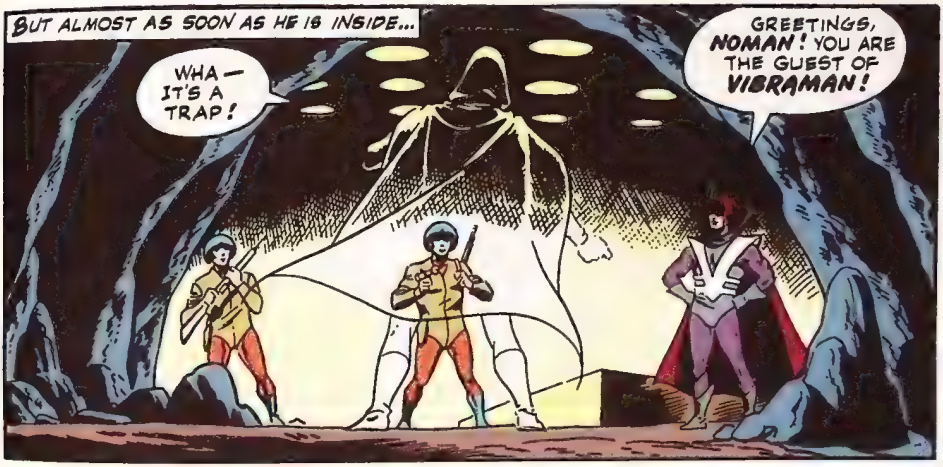
AS BEFORE, NOMAN IS ON HAND, ALTHOUGH FROM A SAFER DISTANCE THIS TIME...
THERE HE IS AGAIN!
LOCKWO
AIRCRA

BUT HE'S STILL POWERLESS TO STOP THE DESTRUCTION OF THE PLANT....
KR-RACK!
3

HE'S GOING INTO THAT BUILDING.... UNLESS I MISS MY GUESS HE'LL BE HEADING FOR THE ROOF— BETTER GET TO MY JET-COPTER!
I WAS RIGHT... HE HAD THE SAME IDEA....
LOOKS LIKE HE'S ALL SET FOR A LITTLE JAUNT BY AIR!
USING CLOUD COVER AND RADAR, NOMAN TRACKS HIS QUARRY...
I'M STILL IN CONTACT... LOOKS LIKE HE'S HEADED FOR THE CARIBBEAN!
HOURS LATER..
AN ISLAND...IT LOOKS LIKE THIS IS IT....
HE MUST HAVE FLIPPED...HE'S DIVING AT THAT CLIFF!
WHAT...?! HE WENT RIGHT INTO IT!
LANDING ON THE ISLAND, THE UNSEEN AGENT MAKES HIS WAY TO WHERE THE PLANE DISAPPEARED...
THERE MUST BE A GIANT HIDDEN DOOR ON THE CLIFFSIDE, BUT WHAT'S THE "OPEN SESAME"???

WAIT! THERE'S A GUARD... I'M IN LUCK! NOW TO TURN ON MY CLOAK!

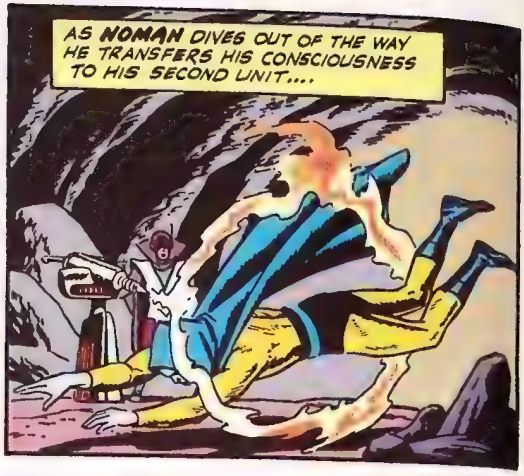
STEALTHILY, NOMAN FOLLOWS THE GUARD THROUGH THE CAMOUFLAGED ENTRANCE...


BUT ALMOST AS SOON AS HE IS INSIDE...
WHA— IT'S A TRAP!
GREETINGS, NOMAN! YOU ARE THE GUEST OF VIBRAMAN!

IN CASE YOU'RE CURIOUS, I AM THE WORLD'S GREATEST SONIC EXPERT... I AM A GENIUS WITH SOUND!

HOW... HOW CAN YOU SEE ME?!!
FOOL! I'VE KNOWN WHERE YOU WERE EVERY STEP OF THE WAY! YOUR IMAGE IS FORMULATED BY THE PATTERN OF SOUND YOU MAKE AS YOU MOVE! MY EYES ARE USELESS, YOU SEE! I AM BLIND BUT I CAN SEE BETTER THAN ANYONE!
THEN I MAY AS WELL TURN OFF THE CLOAK... SAVE MY BATTERIES....

AND, IN FACT IT IS THROUGH SOUND THAT YOU WILL MAKE YOUR FINAL EXIT!
...GOT TO MAKE THIS FAST!


AS NOMAN DIVES OUT OF THE WAY HE TRANSFERS HIS CONSCIOUSNESS TO HIS SECOND UNIT....

ONLY TO FIND....

WHOOPS! OUT OF THE FRY-ING PAN....

... INTO THE FIRE...
POW!
POW!
GET HIM!

... AND BACK INTO THE FRYING PAN!
YOU- I THOUGHT THAT BLAST FINISHED YOU!

GO TO SLEEP, MR. SOUNDMAN!
6

HERE COME THE GUARDS...GOT TO TRANSFER—
...I CAN'T! MY OTHER BODY'S BEEN DESTROYED!
THERE HE IS! STOP HIM!
IF THEY KILL ME NOW I'M DEAD!
POW!
POW!
NOMAN STOOPS OVER THE UNCONSCIOUS VIBRAMAN....
HERE IT IS! I KNEW HE HAD SOME KIND OF GUN CONCEALED ON HIM!
AND TURNS THE HIDDEN BLASTER ON THE GUARDS!
GOOD THING VIBRAMAN DIDN'T TRUST THEM ENOUGH TO GIVE THEM SONIC GUNS!
BANG!
ZAP!
HE RETREATS DOWN THE TUNNEL, FIRING AS HE GOES—
COME AND GET IT...!!!
WHAT'S THIS !? ...LOOKS LIKE SOME SORT OF CANNON! MUST BE A HUGE VIBRAGUN!
NO WAY OUT... I'M TRAPPED IN HERE... THEY CAN TURN THAT BIG GUN ON ME, BUT IT'LL TAKE 'EM A FEW MINUTES TO SET IT UP.... BETTER FIND SOMEPLACE TO HIDE... THAT CHAMBER... I WONDER...
DECOMPRESSION CHAMBER
7

NOMAN ENTERS THE CHAMBER AND CLOSES THE PRESSURIZED DOOR....

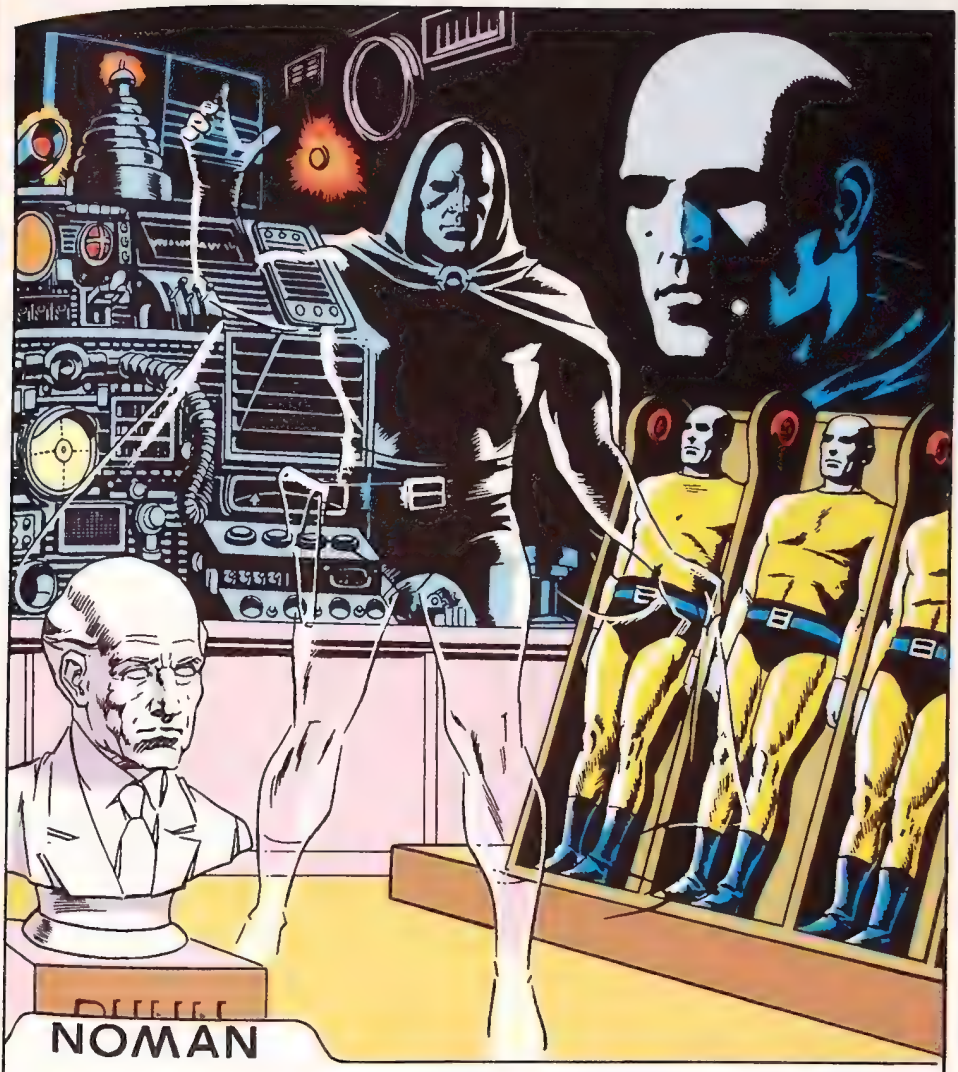
WHICH AUTOMATICALLY LOCKS BEHIND HIM!

LOCKED IN THE DECOMPRESSION CHAMBER, NOMAN THINKS FRANCISCALLY...

THE GUARD RAISES THE VIBRA-CANNON...

THROUGH GLASS, YES...BUT NOT THROUGH A VACUUM. THE SOUND WAVES DIFFUSE ACROSS THE WALL OF GLASS, THEN SLASH THROUGH THE WALLS OF THE CAVERN, BACK TO THE BIG GUN ITSELF!
BA-RROOM!
OH-OH! LOOKS LIKE I'M DONE FOR ANYWAY!
RRUMBLE
AS IF SPLIT BY A NUCLEAR BLAST, THE WHOLE WEB OF CAVES COLLAPSES IN A GIGANTIC EXPLOSION!
...AND AT T.H.U.N.D.E.R. A LIGHT WINKS OUT....
HIS LAST BODY! IT- IT MUST BE...
I CAN'T BELIEVE IT! HE'S GONE!
9

I WARNED HIM TO BE CAREFUL! HE ALWAYS WAS A LITTLE CARELESS WITH HIS BODIES...
DON'T SPEAK ILL OF THE DEAD!
DAYS LATER...
THE NEW BATCH OF ANDROID BODIES HAS BEEN FINISHED. HAS A REPLACEMENT BEEN SELECTED?
NO, NOT YET...
HEY! WHA...?
RELAX--I'M NOT A GHOST! THE CAVE-IN DIDN'T DESTROY MY BODY COMPLETELY, SO MY MIND WAS MERELY TRAPPED...
SINCE I COULDN'T TRANSFER, I JUST WAITED FOR MY ANDROID BODY TO DIE.. WHO KNOWS HOW LONG THAT WOULD HAVE TAKEN! I DIDN'T DARE HOPE YOU'D FINISH THESE NEW BODIES, BUT AS SOON AS YOU DID, I WAS ABLE TO MAKE THE PROJECTION...
....INTO THIS BODY'S PSEUDO-BRAIN!
CHECK IT OUT, DOC!
IN A FEW HOURS...
AS NEARLY AS WE CAN TELL, THIS BEING REALLY DOES HAVE THE MIND AND MEMORIES OF DR. DUNN!
SORRY I DOUBTED YOU, DUNN, BUT WITH ALL THE TROUBLES WE'VE BEEN HAVING...
FORGET IT.... THE MAIN THING IS TO SEND A DIGGING CREW TO THE ISLAND TO RETRIEVE THE CAPE!
END.



OFFICIAL T.H.U.N.D.E.R. SECRET FILE DOSSIER

NAME: Dunn, Anthony G. AGE: 76

DESCRIPTION: HAIR: None EYES: HEIGHT: 6'

WEIGHT: 350 (Android body average weight)

SPECIALTY: Invisibility Cloak, Ability to switch from one body to another.

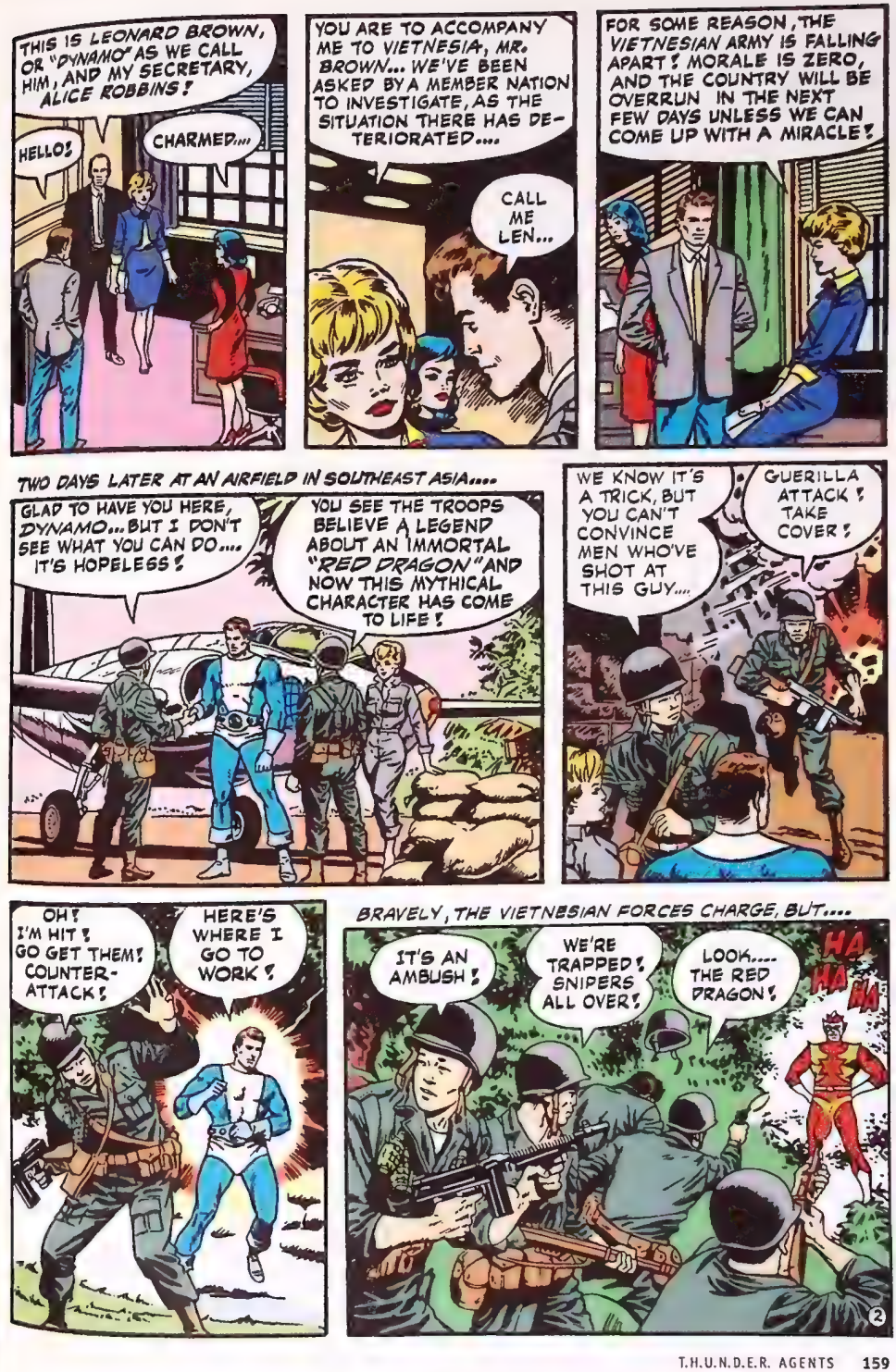
REMARKS: Dr. Dunn, top T.H.U.N.D.E.R. Agent scientist volunteered to let his human body die to transfer consciousness to identical android brain

DYNAMO
AND THE MENACE OF THE
"RED DRAGON"!

A QUIET DAY AT T.H.U.N.D.E.R. HQ.
UH, ALICE.... ARE YOU DOING ANYTHING TONIGHT?
AS A MATTER OF FACT, I AM!

WHAT'S THE MATTER— ARE YOU SORE AT ME OR SOMETHING?
BROWN! WHY IS IT EVERY TIME I COME INTO THIS OFFICE YOU'RE STANDING AROUND?

OH— CHIEF! I WAS JUST...
NEVER MIND... I WANT YOU TO MEET AGENT DIANA DAWN-SHE'S A SPECIAL T.H.U.N.D.E.R. COURIER...

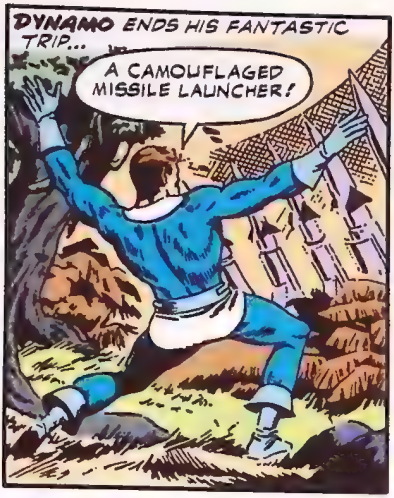

THIS IS LEONARD BROWN, OR "DYNAMO" AS WE CALL HIM, AND MY SECRETARY, ALICE ROBBINS!
HELLO!
CHARMED...!
YOU ARE TO ACCOMPANY ME TO VIETNESIA, MR. BROWN... WE'VE BEEN ASKED BY A MEMBER NATION TO INVESTIGATE, AS THE SITUATION THERE HAS DE-TERIORATED....
CALL ME LEN...
FOR SOME REASON, THE VIETNESIAN ARMY IS FALLING APART! MORALE IS ZERO, AND THE COUNTRY WILL BE OVERRUN IN THE NEXT FEW DAYS UNLESS WE CAN COME UP WITH A MIRACLE!
TWO DAYS LATER AT AN AIRFIELD IN SOUTHEAST ASIA....
GLAD TO HAVE YOU HERE, DYNAMO... BUT I DON'T SEE WHAT YOU CAN DO.... IT'S HOPELESS!
YOU SEE THE TROOPS BELIEVE A LEGEND ABOUT AN IMMORTAL "RED DRAGON" AND NOW THIS MYTHICAL CHARACTER HAS COME TO LIFE!
WE KNOW IT'S A TRICK, BUT YOU CAN'T CONVINCE MEN WHO'VE SHOT AT THIS GUY....
GUERILLA ATTACK! TAKE COVER!
OH! I'M HIT! GO GET THEM! COUNTER-ATTACK!
HERE'S WHERE I GO TO WORK!
BRAVELY, THE VIETNESIAN FORCES CHARGE, BUT....
IT'S AN AMBUSH!
WE'RE TRAPPED! SNIPERS ALL OVER!
LOOK.... THE RED DRAGON!
HA HA HA
2

SUDDENLY THERE IS A FLURRY OF MOVEMENT IN THE FOLIAGE... A TREMOR...
LIKE THE PATH OF A CYCLONE, A SWATH IS CUT THROUGH THE JUNGLE...
TREES ARE UPROOTED, SNIPERS IN THEM HURLED ABOUT LIKE RAG DOLLS!
THE GUERILLAS POUR A HAIL OF SMALL-ARMS FIRE AT THE APPROACHING JUGGERNAUT.....
IT IS NO USE! HE IS A DEMON!
SUDDENLY DYNAMO PAUSES.....
HEY!, THAT MUST BE THE "RED DRAGON"!
WE'LL SEE HOW IMMORTAL YOU ARE NOW—
WHAT TH..?!!
HA! FOOL!
WHERE DID HE GO.....? WELL, TIME FOR GAMES LATER..... I'LL GET ME A CONSOLATION PRIZE!
DON'T LEAVE NOW, PAL! I MIGHT GET THE IDEA YOU'RE AVOIDING ME!
3

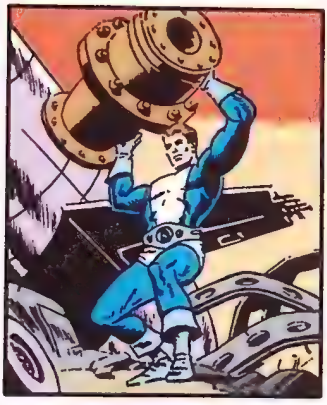
AS HE RETURNS TO THE U.N. LINES, DYNAMO FINDS...
THEY HIT US WHILE YOU WERE OUT CHASING SNIPERS.... TOOK SOME PRISONERS.
I GOT A PRISONER TOO... AN OFFICER!
BUT... LISTEN... THE GIRL WAS CAPTURED TOO!
DIANA! OH NO! NOW THIS GUY'D BETTER TALK!
QUICK— WHERE IS THE RED DRAGON'S HQ...?
I'LL TELL YOU... BUT IT WON'T DO YOU ANY GOOD— EVERY INCH FOR MILES AROUND IT IS ZEROED IN....
IN MINUTES A TASK FORCE SETS OUT FOR THEIR OBJECTIVE, HEADED BY DYNAMO....
THAT'S IT.... MOUNT HU CHI! A NATURAL FORT... HONEY-COMBED WITH CAVES....
AS THEY DRAW NEAR....
RED DRAGON! COLUMN OF TROOPS ENTERING ZONE!
HA! LET THEM COME... I'VE LOOKED FORWARD TO THIS DAY!
THAT TANK! IT HIT A MINE.... THE WHOLE AREA MUST BE BOOBY-TRAPPED!
WELL, WE CAN'T STAY HERE.... WE'RE SITTING DUCKS!
I'VE GOT TO CLEAR A PATH THROUGH THAT MINE FIELD!
HERE GOES.... I'LL BET THIS IS SOME KIND OF A "FIRST"! A HUMAN MINE-SWEEPER!

WHOOM!
WHUMP!
UHH— NO GOOD! I CAN'T TAKE ANY MORE OF THIS! I'LL HAVE TO MAKE A STRATEGIC WITH-DRAWAL!
CAN YOU CLEAR THOSE MINES SOME OTHER WAY... WITH ARTILLERY... DETECTORS..?
IT WOULD TAKE DAYS, AND WE'RE PINNED DOWN HERE! WE DON'T HAVE HOURS!
TO MAKE MATTERS WORSE, INFILTRATORS HAVE CLOSED IN ON OUR FLANKS... AND REAR! WE'RE CUT OFF— SURROUNDED!
WELL, I CAN AT LEAST COPE WITH THEM... I HOPE! LET'S GO!
THEY FIGHT THEIR WAY BACK TO THE LINES, DYNAMO CLEARING THE WAY....
NOW WHAT— WE'RE STILL IN TROUBLE.... THE REDS WILL DRIVE US INTO THE SEA.
HEY! I WONDER...
5

QUICKLY HE CLAMBERS UP TO THE MUZZLE...
AIM ME AT THE JUNGLE BY THE FOOT OF THE MOUNTAIN AND FIRE!
DON'T DO IT, MAN!
DO AS HE SAYS!
BOOM!
IF THIS DOESN'T WORK, I'LL NEVER DO IT AGAIN....
WOW...! THAT JUNGLE IS RUSHING UP AT ME... I WONDER IF THIS WAS REALLY A GOOD IDEA....
THEN HE IS HURTLING THROUGH THE TREETOPS... A THOUSAND BRANCHES CLAW AT HIM...
BUT EACH TEARING, RENDING IMPACT SLOWS HIS MOMENTUM A LITTLE MORE...
I DID IT!
A QUICK SPIN TO LOSE A LITTLE MORE SPEED... AND...
6

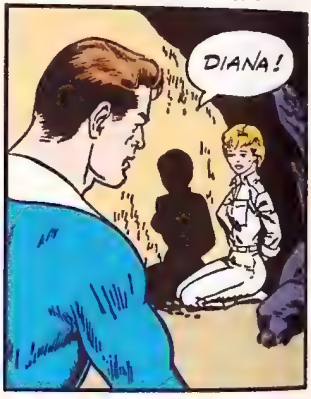


AS DYNAMO STARTS UP THE SLOPE, HE CREATES HAVOC...



...DESTROYING MISSILES, GUN EMPLACEMENTS.... RADAR INSTALLATIONS...

... AND FINALLY REACHES A CAVE HIGH ON THE FACE OF THE CLIFF....



HA HA HA HA HA HA HA HA HA HA HA HA
TEN RED DRAGONS!
EVERY TIME I GRAB FOR ONE... IT DISAPPEARS!
THEY MUST BE SOME KIND OF THREE-DIMENSIONAL PROJECTIONS.... I'M WASTING MY TIME....
OH-OH! THERE GOES THE WARNING ALARM... 5 MINUTES! I SHOULD RUN FOR IT, BUT...
BZZZZZZZ
THE FATE OF THE COUNTRY DEPENDS ON ME... AND I DIDN'T GO THROUGH ALL THE TROUBLE OF GETTING HERE TO RUN OUT NOW..... I'LL JUST TURN OFF THE BELT AND.....
I WAS RIGHT! THERE'S THE MACHINE... AND THE REAL RED DRAGON!
SO YOU KNOW MY SECRET! WELL YOU WON'T LIVE TO REVEAL IT!
8

AS THE TWO BATTLE IN FRONT OF THE IMAGE PROJECTOR...

THE FIGHT IS SEEN IN EVERY SPOT THE **RED DRAGON** APPEARED...

AND BOTH SIDES HAVE A RINGSIDE SEAT!

THE TWO ARE EVENLY MATCHED, AND THEIR STRUGGLE SEEMS TO BE A DEADLOCK!

HOWEVER **DYNAMO'S** OPPONENT IS FRESH, WHILE HIS ENERGY HAS BEEN DRAINED...

TIME AND AGAIN THE **T.H.U.N.D.E.R.** AGENT ATTACKS...

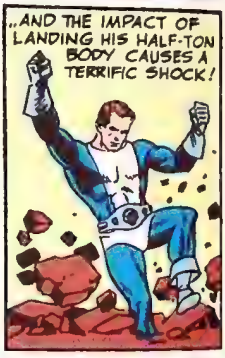
HIS STRENGTH NOW SUPPLIED ONLY BY HIS FIGHTING HEART....

DANGEROUSLY OVERCONFIDENT, THE RED LEADER ATTACKS, LEAVING HIMSELF OPEN...
WELL, THAT'S THE EASY PART... NOW WE STILL HAVE TO GET THROUGH THEIR LINES.
DYNAMO! LOOK... THEY'RE THROWING DOWN THEIR ARMS...
I GET IT— THEY SAW ME CLOBBER THIS CLOWN, AND NOW I'M TOP BANANA!
LATER AT T.H.U.N.D.E.R. HQ
WELL DONE BROWN! YOU'VE EARNED A VACATION... TAKE THE REST OF THE DAY OFF!
BIG DEAL!
OH LEN! LOOK AT THIS! THE BIJOU'S PLAYING AN OLD NELSON EDDY MOVIE!
GEE, I'D LIKE TO SEE THAT... BUT I HAVE A DATE WITH DIANA TONIGHT...
LEONARD, YOU'RE SO RUGGED! I THINK I'VE HAD A BIT OF A CRUSH ON YOU EVER SINCE YOU SAVED ME...
YES SIR! I'M A PRETTY TOUGH CUSTOMER, EVEN WITHOUT THE BELT!
ADKINS
End.

THE THUNDERBELT

DYNAMO OWES HIS INCREDIBLE STRENGTH TO THE ATOMIC POWER OF THE THUNDERBELT...
THE BELT HAS A BUILT-IN CAMERA, A RADIO, AND A TIMING DEVICE...
HIS SUIT OF METALLIC FABRIC HELPS PROTECT HIM EVEN WHEN THE BELT IS TURNED OFF...

... WHICH OPERATES ON THE PRINCIPLE OF ATOMIC FUSION, ADDING EXTRA SUBATOMIC PARTICLES TO THE MOLECULES OF HIS BODY, TEMPORARILY INCREASING HIS WEIGHT TO ABOUT 1000 LBS. THIS EFFECT LASTS ONLY AS LONG AS THE POWER CELLS IN THE BELT KEEP SUPPLYING ENERGY...
THE POWER IS USED UP IN A HALF HOUR, BUT DURING THIS TIME HIS MUSCLES ARE AS STRONG AS STEEL SPRINGS...



THE DENSITY OF HIS ATOMIC STRUCTURE RESULTS IN NEAR INVULNERABILITY. HIS SKIN, LIKE ARMOR PLATE ON A TANK, CAN WITHSTAND SMALL ARMS FIRE...

.. BUT EVEN A TANK CAN BE DESTROYED! A NEAR MISS CAN KNOCK DYNAMO OFF HIS FEET, AND A DIRECT HIT BY AN ARMOR-PIERCING SHELL WOULD PROVE FATAL...

THE DRAIN ON DYNAMO'S ENERGY IS ALSO DANGEROUS TO HIM...
.. SO AFTER 25 MINUTES, THE TIMER AUTOMATICALLY SOUNDS A WARNING, AND AS A FINAL INSURANCE, IN CASE HE IS UNABLE TO TURN THE DIAL..
..ACTIVATES A SWITCH THAT TURNS OFF THE POWER BEFORE THE DRAIN OF ENERGY IS COMPLETE!

T.H.U.N.D.E.R. SQUAD

GUY (GUY GILBERT)

LEADER OF SQUAD

EX-SPECIAL FORCES MAJOR. MEDAL OF HONOR WINNER. SPECIALIST IN MILITARY TACTICS AND STRATEGY.

DYNAMITE (JOHN ADKINS)

WEAPONS EXPERT

FORMER UNDERWATER DEMOLITION TEAM OFFICER. BOXER, JUDO AND KARATE EXPERT. ROUGH EXTERIOR CONCEALS SHY AND SENSITIVE NATURE.

KITTEN (KATHRYN KANE)

TECHNICAL EXPERT

AN INVENTOR AND SCIENTIST IN HER OWN RIGHT. FORMER SCIENCE TEACHER AT INSTITUTE OF TECHNOLOGY. SERVED IN VARIOUS U.N. PEACE COMMISSIONS.

WEED (WILLIAM WYLIE)

EXPERT LOCKSMITH AND ESCAPE ARTIST

AFTER A SOMEWHAT SHADY PAST, WAS REFORMED BY CHANCE TO DO USEFUL AND CONSTRUCTIVE WORK AS A MEMBER OF THE T.H.U.N.D.E.R. TEAM.

MENTHOR

OFFICIAL T.H.U.N.D.E.R. SECRET FILE DOSSIER

NAME: Janus, John J. AGE: 28

DESCRIPTION: HAIR: Blond EYES: Blue HEIGHT: 5' 11"

WEIGHT: 165

SPECIALTY: Cybernetic Helmet

REMARKS: The helmet amplifies the brain power of wearer, releasing latent potential for ESP, Telekinesis, Teleportation, etc...

T.H.U.N.D.E.R. SQUAD
"Invaders from the Deep"
LOOK! BIG IRON FISH!
HELP! SOMETHING TURNING OVER BOAT!
WE TOO FAR FROM LAND TO SWIM.

T.H.U.N.D.E.R. HEADQUARTERS...
OUR MISSILE SITE HERE WAS COMPLETELY DESTROYED AND ALL OUR PERSONNEL KILLED.
IT MUST HAVE BEEN A SUB..... BUT HOW DID THEY GET THROUGH THE NETS?
THE SUB NETS WERE CUT.
CUT? BUT THE PRESSURE IS TOO GREAT FOR FROGMEN!
RIGHT! OUR PROBLEM IS TO FIGURE OUT HOW IT WAS ACCOMPLISHED AND TAKE APPROPRIATE ACTION!
WASN'T THIS THE SECOND INSTALLATION DESTROYED?
YES, IT'S PART OF A PATTERN TO DESTROY OUR ISLAND DEFENSES.
SOMETHING IS BUGGING ME. THERE HAVE BEEN SEVERAL INCIDENTS REPORTED OF NATIVE FISHERMEN DISAPPEARING.
YOU THINK THERE'S SOME CONNECTION BETWEEN THE MISSILE SITES AND THE MISSING FISHERMEN?
I'M SURE OF IT, SIR. THESE PEOPLE ARE TOO SKILLED TO GET LOST AT SEA.
2

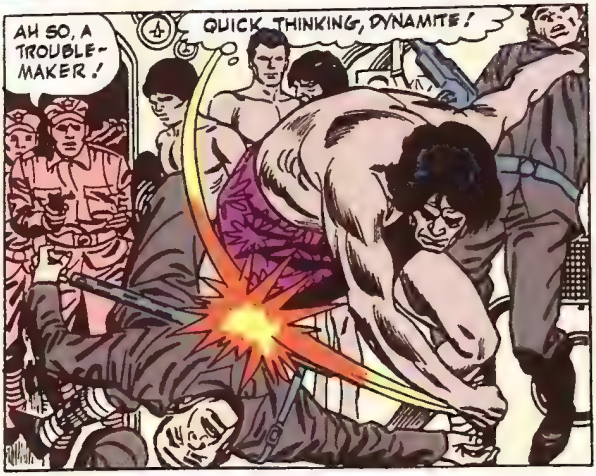
THERE HAVE BEEN RAIDS ON THE FISHERMEN HERE, AND THE LATEST ONE RIGHT HERE. IF MY CALCULATIONS ARE CORRECT, THE TINY ISLAND OF LUABA IS GOING TO BE THE NEXT STRIKE.
WE'LL BE READY FOR THEM.
MY PLAN IS TO HAVE THE T.H.U.N.D.E.R. SQUAD DISGUISED AS NATIVES AND FIND OUT WHAT IS HAPPENING.
IT SOUNDS RISKY...
WE DON'T HAVE MUCH OF A CHOICE.
GUY'S PLAN MOVES INTO ACTION.
HOW DO I LOOK?
LIKE SOMETHING FROM AN OLD SOUTH SEA ISLAND MOVIE.
KITTEN WILL BE STATIONED ON THE ISLAND. SHE'LL BE OUR CONTACT WITH HQ.
HOW DO WE KEEP IN TOUCH WITH KITTEN?
THIS SET OF BEADS CONTAINS TWO-WAY RADIO EQUIPMENT.
3

SEVERAL DAYS LATER...
GUY, I THINK MAYBE YOU GOOFED, WE'VE BEEN HERE A WEEK AND NOTHING.....
AH, WE'RE GOING TO HAVE VISITORS....
HEY, SOMETHING'S ROCKING THE BOAT!
LET'S FIND OUT WHAT IT IS!
THEY HAVEN'T GOT SCUBA EQUIPMENT ON, HOW CAN THEY STAY UNDER WATER?
HOLY MACKEREL, THEY'VE GOT GILLS!
LOOKS LIKE THEY WANT TO TAKE US ABOARD.
GOOD, NOW WE'LL FIND OUT WHAT THIS IS ALL ABOUT.
T.H.U.N.D.E.R. SQUAD, ARE TAKEN PRISONERS ALONG WITH THE NATIVE FISHERMEN.
COME IN T.H.U.N.D.E.R. HQ, RECEIVED MESSAGE FROM T.H.U.N.D.E.R. SQUAD. TAKEN PRISONERS BY SUB, BELIEVED TO BE CHINESE!

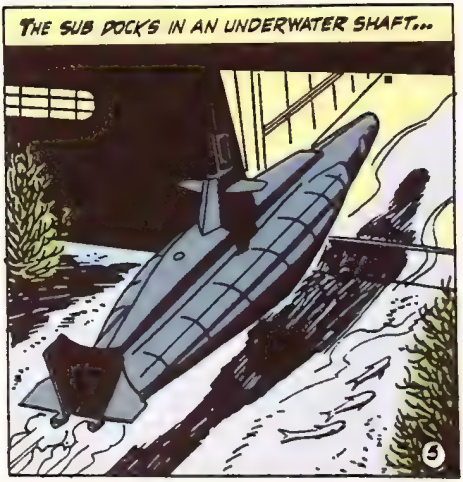
ABOARD THE SHIP....
HMM, I WONDER WHERE THEY'RE TAKING US.
HEY, THAT NICE STRING OF BEADS YOU GOT.

OH, OH, IF HE TAKES THOSE WE'RE IN TROUBLE.
I'D BETTER GET THEIR MINDS OFF THOSE BEADS.

YAAIIIEEE, LET ME OUT!!


AH SO, A TROUBLE-MAKER!
QUICK THINKING, DYNAMITE!

WE CAN'T TIP OUR HAND YET!


THE SUB DOCKS IN AN UNDERWATER SHAFT...
5

HERE'S ANOTHER BATCH OF RECRUITS. HA HA!
GOOD, DR. VON HIMMEL WILL BE PLEASED!
VON HIMMEL, THE NAZI SCIENTIST WHO DISAPPEARED AND WAS REPORTED TO HAVE COMMITTED SUICIDE!
WHAT DO YOU MAKE OUT OF IT, GUY?
VON HIMMEL MUST BE PERFORMING SOME KIND OF AN OPERATION ON THE FISHERMEN TO MAKE THEM AMPHIBIOUS!
THAT'S HOW THEY DESTROYED THE MISSILE SITES!
GREAT SCOTT, THERE ARE HUNDREDS OF THE POOR DEVILS.
LOOK AT THEIR FACES, VON HIMMEL MUST HAVE DONE SOMETHING TO DESTROY THEIR MINDS!
NO TALKING IN THE RANKS!
THE PRISONERS ARE HERDED INTO A CELL.
LET'S GO, YOU, YOU AND YOU.... THE DR. IS AWAITING, HA, HA,....

CONTACT KITTEN AND GIVE HER THE LOCATION, THIS PLACE MUST BE DESTROYED!
CHIEF, WE'RE GOING TO NEED YOUR HELP TO GET OUT OF THIS JOINT!
WHATEVER YOU SAY, MR. GUY!
OKAY, WEED... GO INTO YOUR ACT!
HELP ME... I'M SICK... I THINK I'M DYING!
THE BLACK DEATH!!
HELP! IT'S THE PLAGUE!
WHAT'S GOING ON IN HERE?
7

COME ON, LET'S GET DYNAMITE!
I HOPE WE'RE NOT TOO LATE!
PREPARE THE PATIENT!
QUICK, YOU FOOL, GIVE HIM THE INJECTION!
SNAP!
PARDON ME, NURSE!
GUARD COME QUICK! HE'S RUINING MY LIFE'S WORK!
YOU'VE PERFORMED YOUR LAST OPERATION!
HELP!

HERE, CATCH!
YOU'LL PAY FOR THIS!
ARRGGH!
RAT A TAT TAT
9

WHAT TOOK YOU GUYS SO LONG?
WE WERE BUSY TALKING TO KITTEN, SHE SENDS HER LOVE!

COME ON, LET'S MOVE. IN FIFTEEN MINUTES THIS PLACE IS GOING TO BE BLOWN OUT OF THE OCEAN!

I DON'T THINK THEY'LL MIND IF WE BORROW THIS!

NAVY FROGMEN PLACE NUCLEAR EXPLOSIVES INTO PLACE.....

WOW!
THERE GOES DR. VON HIMMEL'S UNDERWATER LAB!
HE WAS WORKING WITH THE COMMIES, THEIR PLAN WAS TO USE THE GILL MEN TO KNOCK OUT OUR MISSILE DEFENSES AND THEN INVADE THE U.S.

YOU GUYS DESERVE A FURLOUGH AFTER THAT!
GOOD.
NOW HEAR THIS! ALL MEMBERS OF T.H.U.N.D.E.R. A HELICOPTER IS WAITING TO TAKE YOU BACK TO H.Q. IMMEDIATELY. THIS IS AN EMERGENCY!
BOY, THAT WAS SOME VACATION!
END.

THE POWER OF THE CYBERNETIC HELMET HAS NOT ONLY INCREASED THE BRAIN POWER OF JOHNNY JANUS, ALIAS MENTHOR....IT ALSO BROUGHT OUT THE GOOD SIDE OF HIS CHARACTER! CAN IT BE THAT HE HAS NOW REGRESSED.... BECOME TOTALLY EVIL?

DYNAMO VS MENTHOR

THE ANONYMOUS PHONE CALL STARTS IT ALL... THE POLICE TRANSFER THE CALL TO THE FBI...

IT IS THEN SENT ON TO THE U.N. AND THEN FINALLY BROADCAST VIA SECRET WAVE-LENGTH TO T.H.U.N.D.E.R. HEADQUARTERS...

...WHERE IT REACHES **MENTHOR!**

...ALL HE SAID WAS "MENTHOR... THE TIME, THE PLACE THE SAME!"

PRETTY CRYPTIC, EH? DOES IT MEAN ANYTHING TO YOU?

YES...I MUST GO...IT'S AN URGENT CALL FROM ONE OF MY OLD ASSOCIATES!

WHO IS IT.... WHAT'S IT ALL ABOUT?

IF IT'S WHAT I THINK, HE WANTS TO TURN HIM-SELF IN!

SHALL I GO WITH YOU.... IT MIGHT BE SOME SORT OF TRAP...

NO.... I MUST GO ALONE...

LATER, AT AN ABANDONED WAREHOUSE...

HOLD IT RIGHT THERE!

WHAT...?

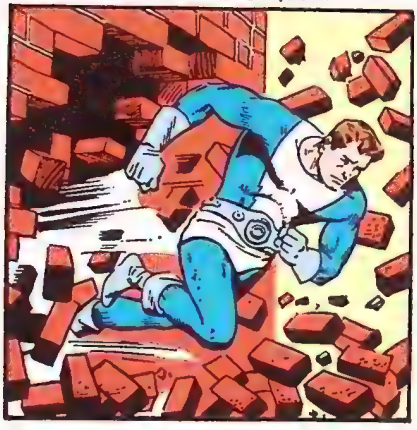
HELLO, JOHNNY!

YOU!

ANXIETY GROWS AT THUNDER HEADQUARTERS...
I CAN'T STAND THIS WAITING... I'M GOING OUT TO LOOK FOR HIM!
ME TOO... COMING, DYNAMO?
NO, I THINK I'LL STICK AROUND HERE A WHILE, IN CASE....
AN HOUR PASSES... THEN....
SOMEONE AT THE DOOR.... THE AUTOMATIC SCANNER HAS PASSED HIM... IT MUST BE...
MENTHOR! IS THAT YOU?
WHAT HAPPENED? IT...TOOK.. SO....
DYNAMO IS CAUGHT BY MENTHOR'S GAZE... UNABLE TO LOOK AWAY...
YOUR WILL IS NOW MINE...YOU HAVE NO THOUGHTS OF YOUR OWN....
AMPLIFIED BY THE HELMET, THE HYPNOTIC CONTROL OVER DYNAMO IS QUICKLY ESTABLISHED...
YOU WILL FORGET EVERYTHING ABOUT THIS...YOU WILL FORGET THAT I WAS HERE...
AND AFTER YOU AWAKE, EVERY TIME YOU HEAR THE WORD "WHAT" YOU WILL TURN ON THE BELT AND GO BERSERK...
YOU WILL DESTROY EVERYTHING IN YOUR PATH...AND KEEP GOING UNTIL YOU DROP FROM EXHAUSTION! WHEN I LEAVE NOW, YOU WILL AWAKE AND BELIEVE THAT YOU DOZED OFF...
SOON AFTER MENTHOR LEAVES, THE OTHERS RETURN...
NO TRACE OF HIM ANYWHERE! DO YOU SUPPOSE... HE'S...DEAD?
HE DIDN'T RETURN HERE, DID HE, DYNAMO? WHY—WHAT IS IT—
WHAT...!
3

LIKE A BULLDOZER, THE MIGHTY AGENT GOES THROUGH THE BUILDING, SMASHING, TEARING....

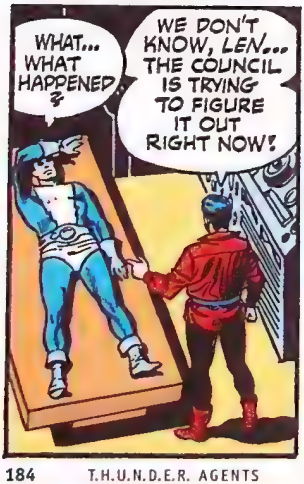
DYNAMO CRASHES THROUGH THE OUTER WALL TO THE STREET....

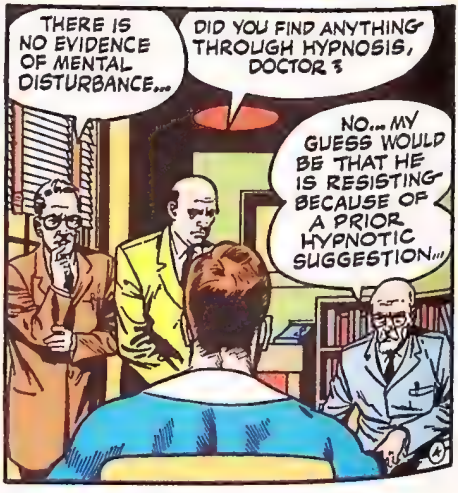


WHERE HE GOES ON WRECKING EVERYTHING IN HIS WAY...

UNTIL THE BELT AUTOMATICALLY CUTS OFF, AND HE DROPS, EXHAUSTED!

LATER, AS HE REVIVES...




THERE IS NO EVIDENCE OF MENTAL DISTURBANCE...
DID YOU FIND ANYTHING THROUGH HYPNOSIS, DOCTOR?
NO... MY GUESS WOULD BE THAT HE IS RESISTING BECAUSE OF A PRIOR HYPNOTIC SUGGESTION...

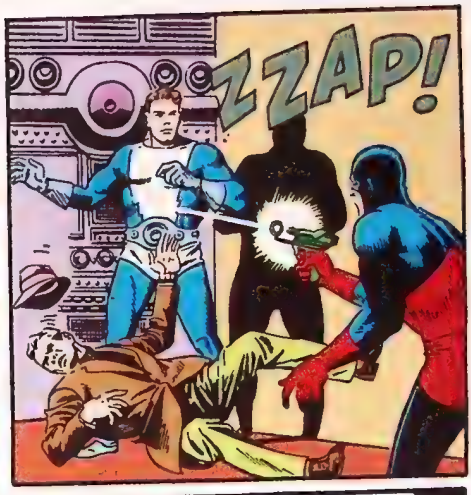
MENTHOR! WHERE HAVE YOU BEEN?
I WAITED FOR HOURS... NO ONE EVER SHOWED... IT MUST HAVE BEEN A GAG! WHAT HAPPENED HERE?
YOU MISSED ALL THE FUN... DYNAMO WENT HAYWIRE... THEY GOT THE HEAD DOCTORS WORKING ON HIM!
WHAT! I WONDER IF I CAN HELP?
YEAH... HELP HIM WRECK THIS PLACE!
ATTENTION! ALL AGENTS REPORT TO CENTRAL CONFERENCE ROOM... ON THE DOUBLE!
ALL THUNDER AGENTS PRESENT AND ACCOUNTED FOR, SIR!
GENTLEMEN, THIS SITUATION IS SERIOUS.. WE MAY HAVE LOST THE SERVICES OF OUR MIGHTIEST AGENT....
FOR THE TIME BEING YOU WILL ALL DO DOUBLE DUTY TO TAKE UP THE SLACK!
BROWN, WE DON'T BELIEVE YOU'RE RESPONSIBLE, BUT WE CAN'T TAKE A CHANCE ON THIS SORT OF THING HAPPENING AGAIN!
OUR SCIENCE DEPARTMENT IS WORKING ON A DEVICE TO NEUTRALIZE THE BELT BY REMOTE CONTROL...
BUT UNTIL THIS DEVICE IS PERFECTED, I'M SORRY... WE'LL HAVE TO DEPRIVE YOU OF THE BELT...
Y-YES SIR!

SHORTLY AFTER...
HELLO, DYNAMO... TOUGH BREAK YOU GOT...
YEAH...I BREAK MY BACK FOR THEM, AND THE FIRST TIME SOME LITTLE THING GOES WRONG...
MENTHOR AGAIN EXERTS THE IRRESISTIBLE MENTAL FORCE OF THE HELMET...
YOU'D LIKE THE BELT BACK, WOULDN'T YOU? YOU'LL GO NOW AND TAKE IT...
YES...
LATER, AT THE LAB WHERE THE BELT IS BEING TESTED...
HELLO BROWN..
LIKE A SLEEP-WALKER, LEN BROWN ADVANCES...
SAY...DO YOU FEEL ALL RIGHT?
AND GRABS THE BELT...
BROWN! WHAT ARE YOU DOING?
AGAIN, THE WORD TRIGGERS OFF THE POST-HYPNOTIC SUGGESTION....
"WHAT"...
HE'S GONE BERSERK AGAIN! STOP HIM!
NO TIME FOR TESTING..... TRY THE NEUTRALIZER!
6

ZZAP!
THE GADGET WORKS! THE POWER OF THE BELT IS TURNED OFF!
MENTHOR!
I MUST HAVE THAT GUN!
MENTHOR'S OVERWHELMING BRAIN POWER INSTANTLY ENTRANCES THE MEN...
YOU MUST OBEY ME - HAND ME THAT GUN!
I...I MUST OBEY!
DYNAMO! TURN YOUR BELT ON AND RIP OUT THE WIRING IN THE WALLS....
THAT WILL NULLIFY THE THUNDER DEFENSIVE SYSTEMS!
....SO THAT MY MEN CAN ENTER AND LOOT THE SCIENCE LABS!
NOW RIP OFF THOSE DOORS TO THE WEAPONS DEVELOPMENT DIVISION....
...I HAVE A CUSTOMER WHO WILL PAY ME WELL FOR THAT STUFF!

AN ARMY OF DISGUISED THUGS MOVES IN...
ALL RIGHT, MEN... STRIP THE PLACE CLEAN OF ALL THE MODELS AND PROTOTYPES...
DYNAMO AND I WILL TAKE CARE OF THE FILES OF PLANS AND BLUEPRINTS!
OKAY... HOLD IT RIGHT THERE! THIS FARCE HAS GONE FAR ENOUGH!
DYNAMO! YOU'RE NOT... HYPNOTIZED!
NO, MENTHOR... THIS WHOLE THING WAS A LITTLE SHOW PUT ON FOR YOUR BENEFIT! WE PLAYED ALONG WITH YOU SO WE COULD CAPTURE YOUR WHOLE GANG!
THE PLACE IS SURROUNDED BY THUNDER AGENTS... I SUGGEST YOU SURRENDER QUIETLY...
BOSS... HE'S RIGHT! THE PLACE IS CRAWLING WITH FUZZ!
STOP! I COMMAND YOU TO STOP!
THAT WON'T WORK ANY-MORE, MENTHOR! I'VE BEEN CONDITIONED BY HYPNOSIS TO RESIST YOUR INFLUENCE!

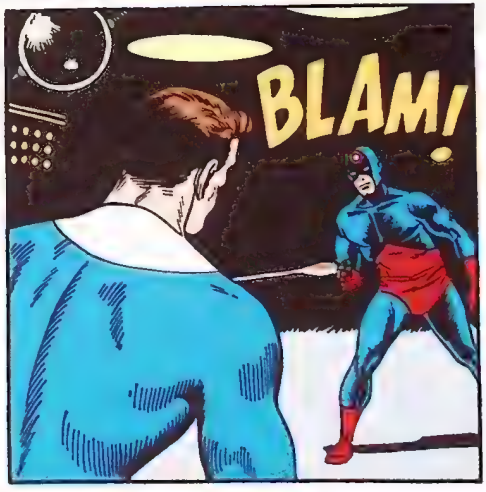
SPLAT!
WELL, THIS GADGET WILL STOP YOU!


ZZAP!

THAT'S WHAT YOU THINK! THAT GUN'S A PHONY... IT WAS ALL PART OF THE ACT TO TRAP YOU... I ONLY PRETENDED TO GET WEAK FOR YOUR BENEFIT, SO YOU'D GO AHEAD WITH YOUR PLAN!

YOU'D BETTER GIVE IT UP AND COME QUIETLY!
NO! I DON'T BELIEVE YOU!

YOU'RE BLUFFING! THE BELT IS OFF! AND I'LL PROVE IT RIGHT NOW... WITH THIS!
DON'T DO IT! YOU MIGHT GET....


BLAM!

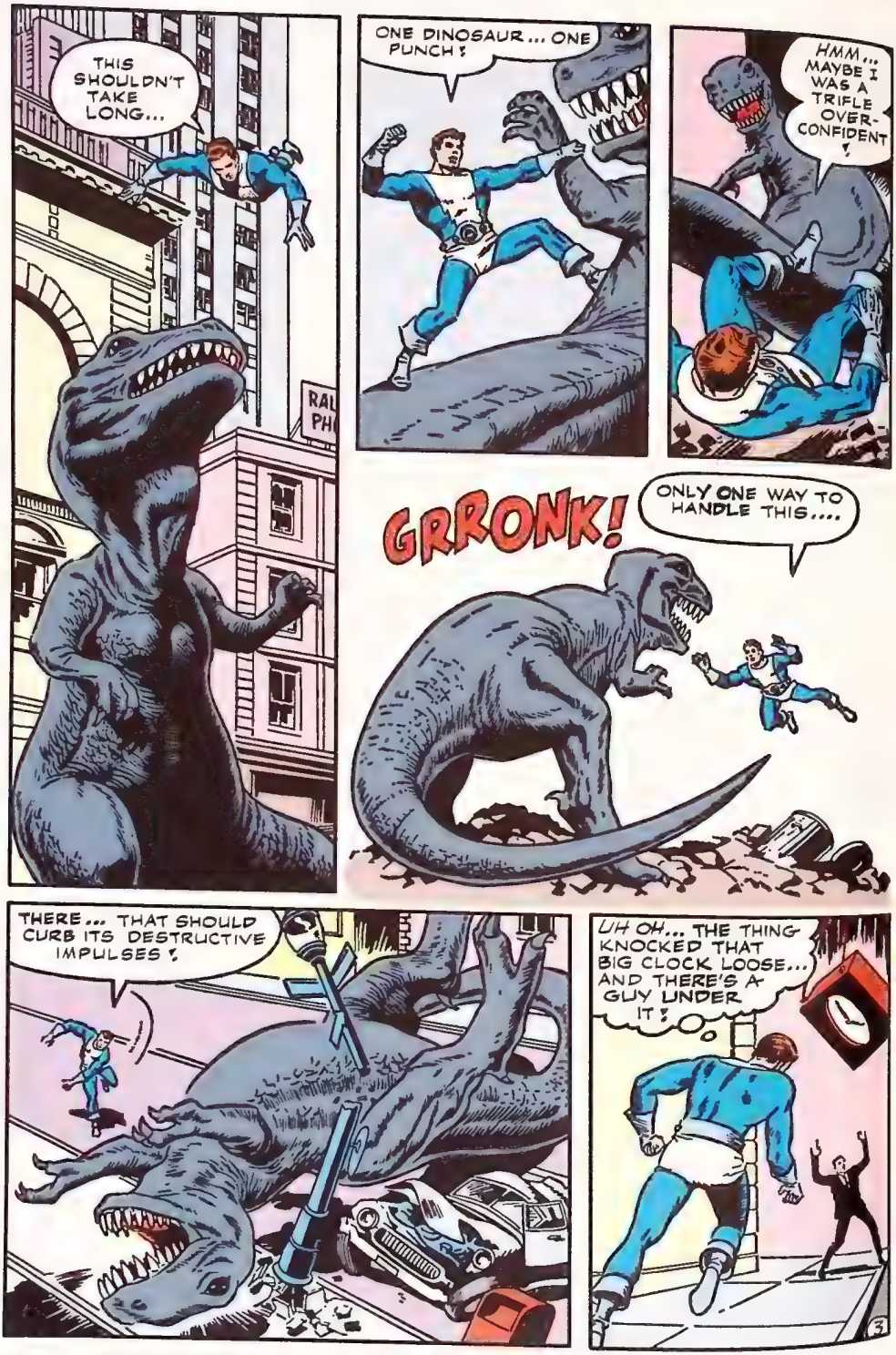
THE BULLET RICOCHETS FROM DYNAMO'S STEEL-HARD BODY, STRIKING MENTHOR...
ZANG!
AND, AS THE THUNDER AGENTS ROUND UP THE REST OF THE GANG ...
WHY DID YOU DO IT, JANUS? WHAT MADE YOU TURN BAD...
WHY...YOU'RE NOT JANUS! WHERE IS HE....WHAT HAVE YOU DONE WITH HIM? AND WHO ARE YOU?
JOHNNY... WAS A TRAITOR... HE SWITCHED OVER TO YOUR SIDE...I WAS PICKED BECAUSE OF OUR RESEMBLANCE... I'M HIS BROTHER..... CONRAD...
WHAT HAPPENED TO JOHN... IS HE...
JOHN... JOHN IS... GASP!
HE'S DEAD.... HE MUST HAVE BEEN COMPLETELY EVIL, OR THE HELMET WOULD HAVE HAD SOME EFFECT ON HIS CHARACTER...
YES...OR PSYCHOPATHIC! A CRIMINALLY INSANE MIND WITH NO POSSIBILITY OF REHABILITATION..
NOW WE'VE GOT A JOB TO DO...WE'LL HAVE TO FIND OUT WHAT HAPPENED TO JANUS!
YES...AND WE MUST MAKE SURE TO GUARD AGAINST SUCH A THING HAPPENING AGAIN!
WHAT HAPPENED TO JANUS? FIND OUT IN THE NEXT ISSUE OF T.H.U.N.D.E.R. AGENTS!

THE HIGHER UNITED NATIONS DEFENSE ENFORCEMENT RESERVES
T.H.U.N.D.E.R.
AGENTS
25¢
APPROVED BY THE COMICS CODE AUTHORITY
APRIL
No. 4

A T.H.U.N.D.E.R. AGENT MUST BE PREPARED FOR ANYTHING... BUT WHEN DYNAMO RECEIVES AN URGENT SUMMONS, HE CANNOT KNOW THAT HE IS TO BE PITTED AGAINST THE STRANGEST FOES A TWENTIETH-CENTURY MAN CAN ENCOUNTER -- THE PREHISTORIC PETS OF DOCTOR SPARTA, THE

"MASTER OF EVOLUTION!"

LEN BROWN IS ENJOYING A NIGHT OFF WITH ALICE ROBBINS.
THE CHIEF HAS SOME IDEA THAT AGENTS SHOULD BE ON DUTY 24 HOURS A DAY!
YOU MEAN YOU HAD A HARD TIME GETTING TONIGHT OFF?
YEAH... AND YOU SEE THIS RING? THAT'S TO MAKE SURE HE CAN DISTURB ME AT ANY HOUR OF THE DAY OR NIGHT!
SOME SORT OF SIGNAL?
IT'S A TINY CRYSTAL SET TUNED TO A TRANSMITTER AT THUNDER HEADQUARTERS...OH NO!! THERE IT GOES!
BZZZ
EXCUSE ME, ALICE... I'LL GET BACK AS QUICKLY AS I CAN. I'M SORRY...
LEONARD BROWN!! IF YOU LEAVE ME STRANDED HERE I'LL NEVER SPEAK TO YOU AGAIN!
HE LEAVES THE SUPPER CLUB AND QUICKLY CALLS IN...
DYNAMO TO T.H.U.N.D.E.R. CONTROL... GO AHEAD.... OVER...
PROCEED TO TIMES SQUARE WITHOUT DELAY... EMERGENCY! SOMETHING IS CAUSING PANIC! REPEAT... EMERGENCY!
OH GREAT! ALICE IS ALREADY SORE AT ME! IF I DON'T GET BACK SOON, I'LL HAVE AN EMERGENCY OF MY OWN!
IN MINUTES, DYNAMO IS OVERLOOKING TIMES SQUARE...
IT CAN'T BE! A DINOSAUR! I HAVE TO FIGHT THAT!?! AND ON AN EMPTY STOMACH, TOO!
2

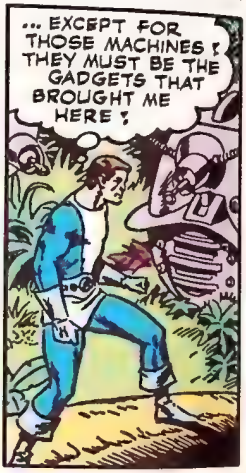

THIS SHOULDN'T TAKE LONG...
ONE DINOSAUR... ONE PUNCH!
HMM... MAYBE I WAS A TRIFLE OVER-CONFIDENT!
GRRONK!
ONLY ONE WAY TO HANDLE THIS....
THERE... THAT SHOULD CURB ITS DESTRUCTIVE IMPULSES!
UH OH... THE THING KNOCKED THAT BIG CLOCK LOOSE... AND THERE'S A GUY UNDER IT!
3

PUZZLED, DYNAMO RETURNS TO T.H.U.N.D.E.R. HEADQUARTERS...

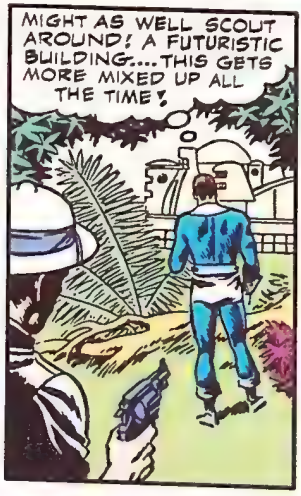
THAT'S RIGHT... AND ONE OF THEM WAS A BANK CLOSE TO THE SCENE! YOU SAVED SOME MAN'S LIFE IN FRONT OF A BANK.... WHAT HAPPENED TO HIM?
I DON'T KNOW... WHY?

WITH A HEAVY HEART, DYNAMO TAKES OFF TO HELP PATROL THE CITY....

DYNAMO FINDS THAT HE HAS BEEN TRANSPORTED TO....



ODD... NOBODY'S AROUND TO GREET US! GUESS THEY WEREN'T EXPECTING THEIR PET BACK SO SOON...
GUESS I'D BETTER TURN OFF THE BELT... MUSTN'T WASTE IT...

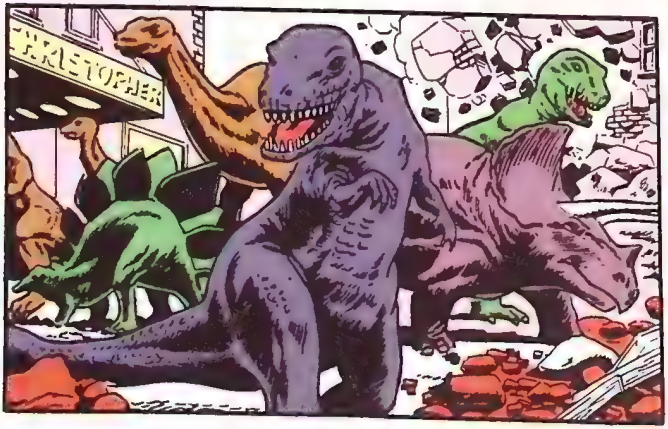


OH, NO!! WHY DID I TURN THE BELT OFF!? MAYBE IF I SLOWLY EASE MY HANDS DOWN...
KEEP 'EM UP, PAL! DON'T MAKE ME NERVOUS... AND MARCH! STRAIGHT AHEAD INTO THE LAB!
MIGHT AS WELL DO AS THE MAN SAYS... UNTIL I FIND OUT WHAT THIS IS ALL ABOUT! MAYBE I CAN CATCH HIM OFF GUARD LATER...

DYNAMO IS USHERED INTO THE BUILDING...

WE'VE GOT COMPANY, DOCTOR!
WELL SIR, THIS IS INDEED A PLEASURE! YOU ARE DYNAMO OF T.H.U.N.D.E.R. ARE YOU NOT?
THAT'S RIGHT... AND I TAKE IT YOU ARE THE MAN BEHIND THIS DINOSAUR BUSINESS?
INDEED, SIR---- I'M DOCTOR SPARTA! YOU'VE MANY QUESTIONS, NO DOUBT, SIR! I ANTICIPATE THE FIRST... I AM THE WORLD'S GREATEST ZOOLOGIST!
IF YOU'RE INTERESTED, THIS LAB IS WHERE I GROW MY PETS! I SEND THEM TO NEW YORK BY MEANS OF MY "TRANSMATTER," AS I CALL IT....
IT IS A DEVICE THAT BREAKS MATTER DOWN, TRANSMITS IT LIKE RADIO IMPULSES, AND REASSEMBLES IT AT THE OTHER END!
WHAT IS YOUR MOTIVE, SPARTA?
A GOOD QUESTION, SIR! THE GOVERNMENT AND THE BIG FOUNDATIONS REFUSED TO SUBSIDIZE MY WORK...
...FORCING ME TO FINANCE MYSELF! I INTEND TO USE MY DISCOVERIES FOR REVENGE...AS WELL AS PROFIT! WHILE THE POLICE ARE CONFUSED BY MY PET, MY MEN ARE... ER.. FUND RAISING!
THE FIRST TWO LIZARDS WERE ONLY A TEST! WHEN I PUSH THIS BUTTON, ALL MY PETS WILL BE TRANSPORTED TO NEW YORK AT ONCE! YES INDEED, SIR!

AS THE DOCTOR CARRIES OUT HIS THREAT, A HERD OF DINOSAURS APPEARS IN THE HEART OF MANHATTAN!



AND ONE OF THE LARGEST BANKS IS HIT BY ROBBERS.....

WE CAN WATCH THE GREAT MOMENT ON THIS T.V. SCREEN, SIR!
THAT GOON WILL SHOOT IF I EVEN LOWER MY HANDS..... BUT I MUST TAKE THE CHANCE!
IN THE SAME INSTANT, DYNAMO DIVES ASIDE, TURNING THE DIAL, AND THE THUG FIRES!
OH NO YOU DON'T!
POW!
UH..!
DYNAMO IS HIT! BUT THE SECOND SHOT COMES TOO LATE, AS....
CRACK!
POW!
KEEP HIM AWAY FROM ME, WILBUR!
YOU HEARD THE BOSS... STAY BACK!
POW!
POW!
POW!
SORRY WILBUR, BUT YOU'VE KIND OF MADE ME MAD!
AW, NUTS! I CAN'T DO IT... IT WOULD KILL THE POOR SAP!
OH THANK YOU... THANK YOU!
AND AS FOR YOU, DOCTOR... YOU'RE TAKING A TRIP....
PLEASE SIR, I BEG OF YOU!
...TO NEW YORK!

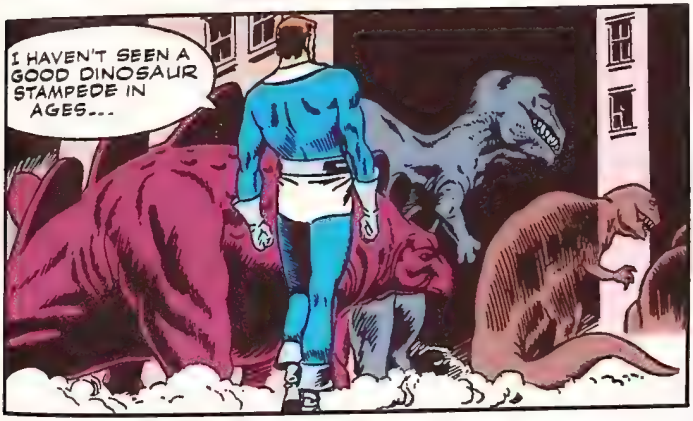
HOLD YOUR FIRE... IT'S DYNAMO!
THIS CHARACTER IS DOCTOR SPARTA... THE ONE RESPONSIBLE FOR ALL THIS MESS!
I'LL CONFESS... JUST SAVE ME FROM THAT BRUTE!
HOW'S THE SITUATION, COLONEL?
BAD, DYNAMO! THESE BEASTS ARE WRECKING THE CITY! SMALL ARMS DON'T HARM THEM, AND WE CAN'T USE THE HEAVY STUFF HERE IN THE CITY FOR FEAR OF KILLING CIVILIANS!
....I DON'T KNOW WHAT YOU... OR ANYONE, CAN DO! AND YOU'D BETTER GET MEDICAL ATTENTION...
NO TIME FOR THAT! PEOPLE MIGHT BE KILLED MEANWHILE!
GOOD QUESTION... WHAT AM I GOING TO DO? ONE OF THOSE MONSTERS GAVE ME A TIME... AND NOW I'VE GOT TO TRY TO STOP A BUNCH OF 'EM!
EEEEEE
A GIRL... TRAPPED BY THAT ONE!
NO TIME TO WASTE... THAT BULLET WOUND IS DRAINING MY STRENGTH...
MUSTN'T PASS OUT... BEFORE I....

...IT DUCKED! I THOUGHT THESE BRUTES WERE SUPPOSED TO BE STUPID!
ONE MORE TRY... I HAVEN'T THE STRENGTH TO LIFT THIS ONE, SO...
ONE PUNCH HAD BETTER DO IT, OR IT'S THE END OF THE OLD BALL GAME!
10.

WELL... ONE DOWN... AND WHO KNOWS HOW MANY MORE TO GO.....
... AND THAT DID IT! I COULDN'T TAKE CARE OF A CAT NOW... EVEN A SICK CAT...
LEN!
ALICE... IT'S YOU!
OH, LEN.... YOU SAVED MY LIFE... I...
YEAH... IT'S GETTING TO BE A HABIT! WHY CAN'T YOU STAY OUT OF DANGER?
I WAS HELPING TO EVACUATE THE INJURED!
WELL, YOU'D BETTER EVACUATE YOURSELF! I'VE GOT TO TRY SOMETHING, AND IF I FAIL... IT'S GOODBYE, ALICE!
THE DINOSAURS ARE ALL HEADING DOWN THE STREET AWAY FROM THE AREA OF THE 'TRANSMATTER' FIELD. GOT TO TURN THEM AROUND....
THE BELT HAS TO DO IT! I'LL TURN IT...
ON!
CRACK!
OFF!
ON!
POW!
IT'S WORKING! THEY'RE TURNING... HEADING BACK!

THE HUGE LIZARDS REACH THE POINT OF TRANSMISSION AND BEGIN TO FADE...

... AND DYNAMO TURNS OFF THE BELT...

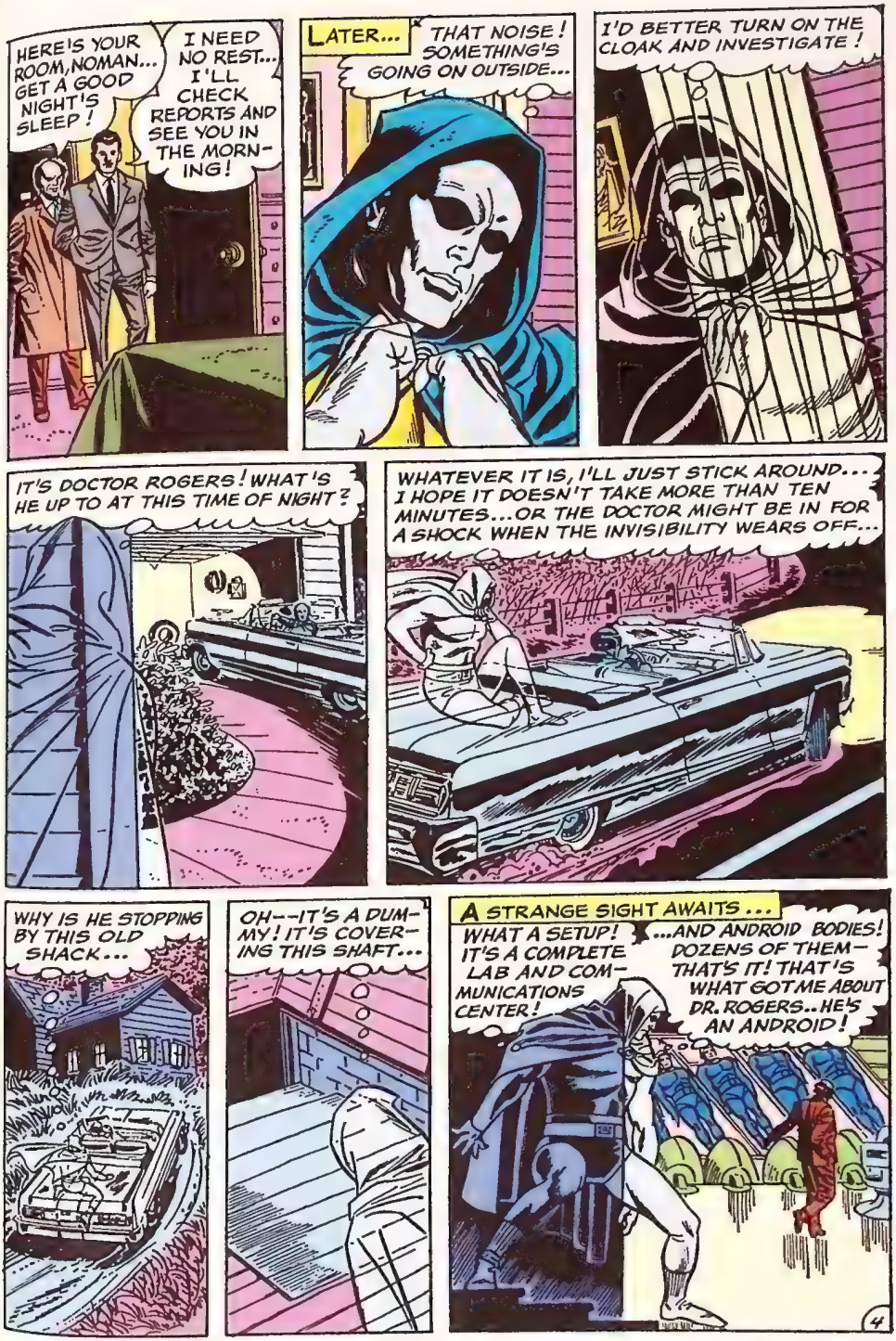


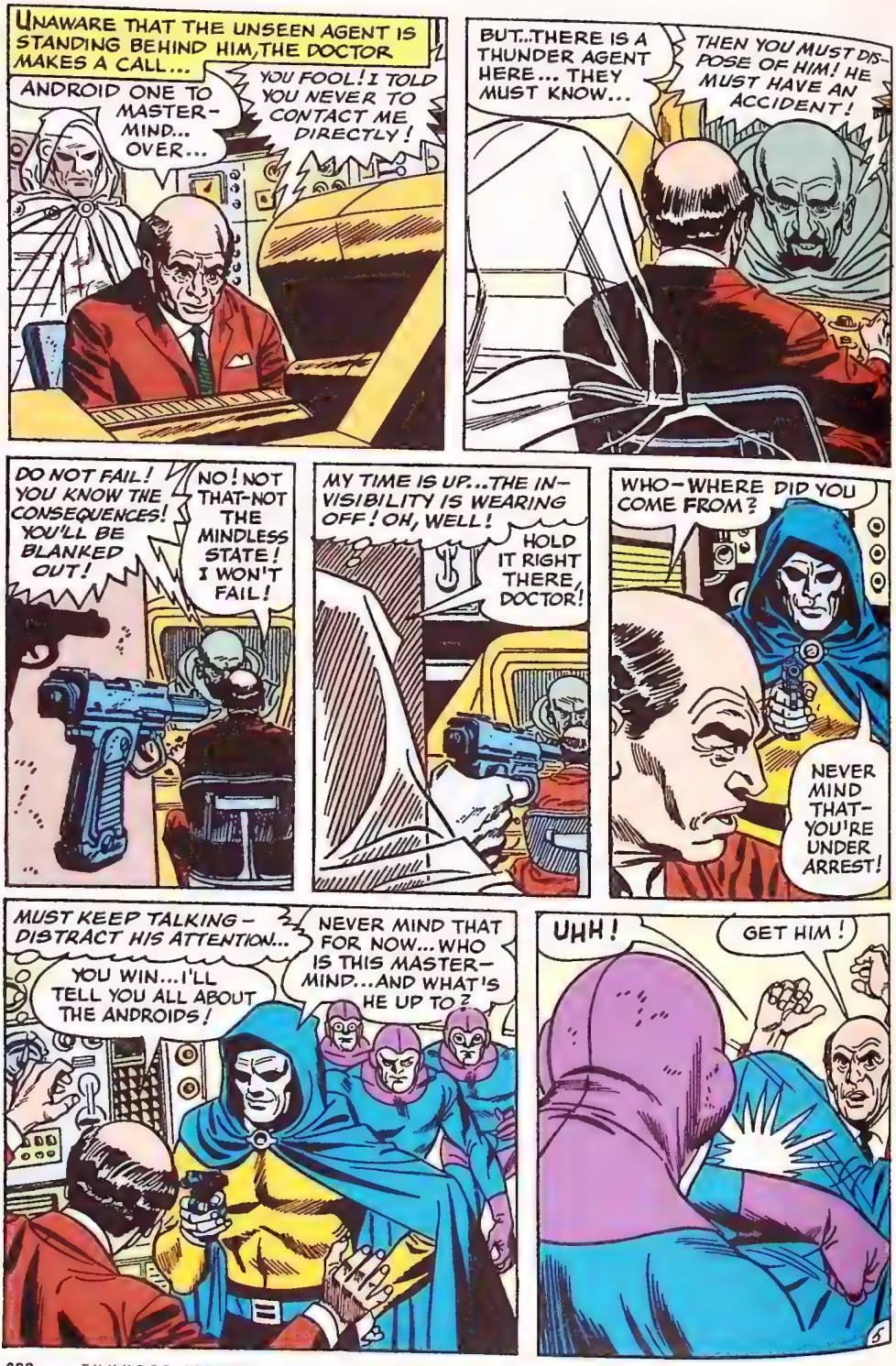
LEN OPENS HIS EYES TO FIND...

T.H.U.N.D.E.R. AGENT
NoMan
POSSESSING THE POWER OF INVISIBILITY AND A UNIQUE IMMUNITY TO DEATH BECAUSE OF HIS ABILITY TO CHANGE BODIES, NOMAN IS VERY NEARLY INVINCIBLE, BUT HIS POWERS ARE CHALLENGED BY THE SYNTHETIC STAND-INS!
AT NOMAN'S BASE OF OPERATIONS...
THUNDER COURIER ROGERS REQUESTING ENTRANCE, NOMAN!
JUST ONE MOMENT... LET ME CHECK THE SCREEN!
A SCANNER BEAM TESTS THE VISITOR'S CREDENTIALS...
VERY WELL, ROGERS - YOU MAY ENTER!
WELL, I'LL BE... IT'S A GIRL!
AND WHAT A GIRL! IF ONLY I WERE HUMAN!
THUNDER COURIER

WHY DID THEY SEND A COURIER INSTEAD OF THE USUAL RADIO MESSAGE, MISS ROGERS?
BECAUSE YOU WILL NEED ME AS A GUIDE AND COVER ON THIS MISSION...
AND YOU MAY CALL ME LINDA!
AS YOU KNOW, THERE HAVE BEEN TOO MANY ACCIDENTS AT THE NEVADA PROJECT... YOU WILL INVESTIGATE FOR POSSIBLE SABOTAGE!
AND WHAT'S MY COVER STORY?
YOU'LL BE MY FIANCE...YOU SEE, I'M A REGULAR VISITOR AT THE SITE. MY FATHER IS IN CHARGE... YOU MUST HAVE HEARD OF HIM - DR. TIM ROGERS!
HE'S ALSO THE PRIME SUSPECT!
NOMAN QUICKLY PREPARES...
I'M SET - NOW TO MAKE UP A SPARE ANDROID...
AND SHORTLY A THUNDER PLANE SPEEDS ON ITS WAY TO NEVADA...
YOU DON'T SUSPECT YOUR FATHER, DO YOU LINDA?
OF COURSE NOT - I'M HOPING YOU CAN CLEAR HIM!
N170T
AS THEY NEAR THEIR DESTINATION A PROJECTILE TRACKS THEM..
AND ATTACHES ITSELF TO THE FUSELAGE...
THUD!
WHAT WAS THAT!?
WHATEVER IT WAS, IT SEEMS TO HAVE KNOCKED OUT OUR CONTROLS!
WE'LL CRASH! AND WE'RE TOO LOW TO BAIL OUT!
2

SIZING UP THE SITUATION, NOMAN QUICKLY SWINGS INTO ACTION...
GOT TO GET RID OF THAT THING...
NOMAN! DON'T, YOU'LL...
THERE IT IS! SEEMS TO BE MAGNETIZED- I'LL HAVE TO PRY IT LOOSE...
UHH! I'LL HAVE TO USE ALL MY STRENGTH-CAN'T WORRY ABOUT TRYING TO HANG ON!
HERE GOES! AND HERE I GO... I'LL JUST HAVE TO SACRIFICE THIS BODY...
THIS MEANS I'LL HAVE NO SPARE ON THIS JOB... OH WELL...
IN MID-AIR NOMAN SWITCHES TO THE ANDROID IN THE PLANE...
DON'T BE STARTLED, LINDA... I'M HERE IN THIS BODY NOW...
OH! I... I GUESS I'LL NEVER GET USED TO THAT!
AS THEY ARRIVE...
WHAT HAPPENED? WE SAW YOU ON RADAR...
IT WAS NOTHING SIR... A BIT OF ENGINE TROUBLE...
DADDY, THIS IS JOHN DUNN- I'VE TOLD YOU ALL ABOUT HIM...
GLAD TO MEET YOU, JOHN!
LINDA'S SPOKEN OF YOU SO OFTEN I FEEL I KNOW YOU, DOCTOR...
HOW DID OUR TRAP FAIL?
THERE'S SOMETHING ABOUT HIM... I CAN'T QUITE PUT MY FINGER ON IT, BUT...
YOU MUST BE TIRED AFTER YOUR TRIP... I'LL SHOW YOU AROUND THE PROJECT IN THE MORNING!
ALL RIGHT!
IF ONLY I DIDN'T HAVE TO SPY ON MY OWN FATHER...


HERE'S YOUR ROOM, NOMAN... GET A GOOD NIGHT'S SLEEP!
I NEED NO REST... I'LL CHECK REPORTS AND SEE YOU IN THE MORNING!
LATER...
THAT NOISE! SOMETHING'S GOING ON OUTSIDE...
I'D BETTER TURN ON THE CLOAK AND INVESTIGATE!
IT'S DOCTOR ROGERS! WHAT'S HE UP TO AT THIS TIME OF NIGHT?
WHATEVER IT IS, I'LL JUST STICK AROUND... I HOPE IT DOESN'T TAKE MORE THAN TEN MINUTES...OR THE DOCTOR MIGHT BE IN FOR A SHOCK WHEN THE INVISIBILITY WEARS OFF...
WHY IS HE STOPPING BY THIS OLD SHACK...
OH--IT'S A DUMMY! IT'S COVERING THIS SHAFT...
A STRANGE SIGHT AWAITS...
WHAT A SETUP! IT'S A COMPLETE LAB AND COMMUNICATIONS CENTER!
...AND ANDROID BODIES! DOZENS OF THEM— THAT'S IT! THAT'S WHAT GOT ME ABOUT DR. ROGERS..HE'S AN ANDROID!
4


UNAWARE THAT THE UNSEEN AGENT IS STANDING BEHIND HIM, THE DOCTOR MAKES A CALL...
ANDROID ONE TO MASTER-MIND... OVER...
YOU FOOL! I TOLD YOU NEVER TO CONTACT ME DIRECTLY!
BUT...THERE IS A THUNDER AGENT HERE... THEY MUST KNOW...
THEN YOU MUST DISPOSE OF HIM! HE MUST HAVE AN ACCIDENT!
DO NOT FAIL! YOU KNOW THE CONSEQUENCES! YOU'LL BE BLANKED OUT!
NO! NOT THAT-NOT THE MINDLESS STATE! I WON'T FAIL!
MY TIME IS UP...THE INVISIBILITY IS WEARING OFF! OH, WELL!
HOLD IT RIGHT THERE, DOCTOR!
WHO-WHERE DID YOU COME FROM?
NEVER MIND THAT-YOU'RE UNDER ARREST!
MUST KEEP TALKING-DISTRACT HIS ATTENTION...
YOU WIN...I'LL TELL YOU ALL ABOUT THE ANDROIDS!
NEVER MIND THAT FOR NOW... WHO IS THIS MASTER-MIND...AND WHAT'S HE UP TO?
UHH!
GET HIM!
5

IT IS A BATTLE OF ANDROIDS -- TERRIBLE IN ITS SILENT FURY -- INCAPABLE OF FEELING PAIN, IMMUNE TO INJURY SHORT OF TOTAL DESTRUCTION...
FINALLY A BLOW WITH A GUN BUTT GIVES NOMAN AN IDEA...
UH! MIGHT AS WELL PLAY POSSUM FOR A WHILE ...I CAN'T WIN!
THEY MAY NOT DESTROY ME IF I SEEM VULNERABLE -- AND I MAY LEARN SOMETHING!
I HAD TO CALL AGAIN, MASTER! WE'VE GOT THE AGENT! I BELIEVE HE IS AN ANDROID! SHALL WE DISPOSE OF HIM?
NO! I WILL WANT TO EXAMINE HIM! LOCK HIM UP FOR THE TIME BEING!
THIS CELL WILL HOLD HIM UNTIL WE CAN SHIP HIM TO THE MASTERMIND!
THE ANDROID AGENT PRETENDS TO RECOVER...
WHO - WHY, IT'S DR. ROGERS!
YES - THE REAL DR. ROGERS...
AND ALL THESE OTHER MEN ARE SCIENTISTS... THAT THE MASTERMIND HAS CAPTURED AND MADE ANDROID STAND-INS TO REPLACE!
6

THEY HAVE USED SOME SORT OF BRAIN-PICKING MACHINE TO PROGRAM THE ANDROIDS -
NOW I'M AFRAID THEY INTEND TO KILL US WHEN THEY LEAVE THE PROJECT...
NEVER FEAR! I'LL PREVENT IT!
HOW?
LIKE THIS!
POOF!
NOW WE JUST WAIT... WHEN THE GUARDS SEE THIS EMPTY CELL, I'LL WALK OUT OF HERE!
AND, AS NOMAN PREDICTED...
HE'S GONE!
HE CAN'T BE! OPEN THE DOOR!
HOW COULD HE HAVE ESCAPED? THERE'S NO WAY OUT!
SLAM!

NOMAN MAKES HIS WAY TO THE CONTROL ROOM...
THESE MUST BE THE MIND MACHINES THAT CAN BLANK OUT THE ANDROIDS...
LOOK! THAT CHAIR!
AN INVISIBLE BEING AMONG US! STOP HIM!
CRASH!
BOW!
SOK!
IT'S NO USE... TOO MANY OF THEM— CAN'T DESTROY THEM ALL...
AND I'LL BE VISIBLE AGAIN IN A MINUTE— WHAT CAN I DO?
8

I'LL TAKE THAT GUN!
... NOMAN BLASTS A HOLE IN THE WALL -
ZZZZZZ!!
... AND JAMS THE GUN BARREL INTO THE HOLE, SHORT-CIRCUITING THE WIRING!
AS HE BEGINS TO REAPPEAR, THE MACHINES FLASH AND GO DEAD...
AND THE ANDROIDS STOP IN THEIR TRACKS!
NEXT DAY...
WE'VE LOCATED THE OTHER ANDROIDS. THEY CAN BE DETECTED BY X-RAYS AND THE FACT THEY DON'T FEEL PAIN.
WE CAN PUT THEM TO GOOD USE... THEY CAN DO JOBS TOO DANGEROUS FOR MEN, WITH RADIOACTIVE MATERIALS, FOR INSTANCE...
RIGHT NOW I'M USING MY DOUBLE - HE'S OUT THERE MOWING THE LAWN!
RRRRRRRR!
NOMAN! I'M SO GLAD YOU'RE ALL RIGHT!
YOU FORGET, MISS ROGERS ... I'M IMMORTAL!
9

WHY AM I BEING SO ALOOF? COULD I BE AFRAID... THAT I... THAT SHE...
FORGIVE MY RUDE MANNER, LINDA... IT'S A HABIT SHALL WE GET READY TO RETURN?
YES, OF COURSE...
WHY IS HE SO COLD, SO DISTANT? HE HAS AN ANDROID BODY... BUT INSIDE HE'S A HUMAN... A MAN!
LATER, AT THUNDER'S MIDWESTERN HQ...
THE IMMEDIATE THREAT SEEMS TO BE OVER, SIR... BUT WE STILL KNOW NOTHING ABOUT THE ONE WHO CALLS HIMSELF "THE MASTERMIND"...
NEVERTHELESS, I CAN SAY "WELL DONE," NOMAN - YOU SAVED THE NEVADA PROJECT...
...AND WE KNOW WHAT TO LOOK OUT FOR, WHEN THIS MASTERMIND MAKES HIS NEXT MOVE...
NOMAN! WHAT ARE YOU DOING?
BLAM!
OH, NO!
HE SHOT THE CHIEF!
RELAX... IT'S OVER! THIS IS ANOTHER ANDROID - I SPOTTED HIM WHEN HE BURNED HIS HAND AND DIDN'T EVEN NOTICE IT!
10
THIS MEANS THE SITUATION IS EVEN WORSE THAN WE COULD HAVE IMAGINED... ANYONE COULD BE AN ANDROID... YOU, THE PRESIDENT, THE SECRETARY GENERAL...
WE'RE IN FOR IT - IT WILL BE NOTHING BUT FEAR AND SUSPICION UNTIL WE GET THE "MASTERMIND"!
THE END

NOMAN IN ACTION!

AN ANDROID IS NOT A ROBOT BUT AN ARTIFICIALLY PRODUCED HUMAN BEING— NOMAN'S ANDROIDS HAVE SEVERAL UNUSUAL ABILITIES—

BY ACCIDENT, DR. DUNN DISCOVERED THAT THE MORE NEARLY IDENTICAL TWO ANDROID BRAINS, THE EASIER THE FLOW OF NEURAL ENERGY FROM ONE TO THE OTHER—

—AND SO, BECAUSE OF THE SIMILARITY OF THE ANDROIDS, HE IS ABLE TO TRANSMIT THE ELECTRICAL IMPULSE OF HIS NERVOUS ENERGY FROM ONE BODY TO ANOTHER—

THIS ABILITY GIVES HIM NEAR-IMMORTALITY, AS ONLY DESTRUCTION OF ALL HIS BODIES WOULD MEAN HIS DEATH. THOUGH VULNERABLE, THE BODIES ARE STRONGER THAN HUMAN BODIES—

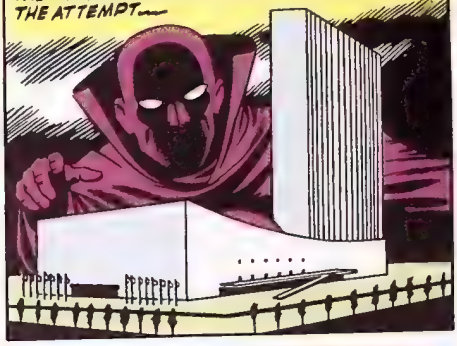
—GIVING NOMAN TIME TO TRANSFER EVEN FROM A BADLY DAMAGED BODY. HIS FINAL WEAPON IS THE CLOAK OF INVISIBILITY— WHEN HE TURNS THE DIAL—

MINIATURIZED POWER CELLS ACTIVATE A FORCE FIELD IN WHICH THE ALIGNMENT OF THE MOLECULES PERMITS LIGHT TO PASS WITH NO REFLECTION, PRODUCING COMPLETE INVISIBILITY—

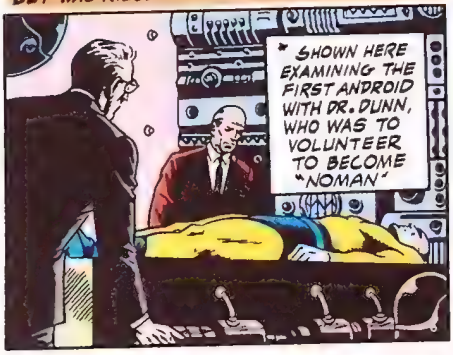
THE END OF WORLD WAR II INTRODUCED A NEW ERA... IN MANY AREAS, A POWER VACUUM DEVELOPED AND GAVE RISE TO AGGRESSION. U.N. FORCES WERE ABLE TO COPE WITH OPEN MILITARY ACTION, BUT HIDDEN INTERNATIONAL CONSPIRACY CALLED FOR A NEW APPROACH... THE U.N. FORMED A SECRET INTELLIGENCE AND ENFORCEMENT AGENCY...

THE ORIGIN OF T.H.U.N.D.E.R.

THERE AROSE SEVERAL POWER HUNGRY INDIVIDUALS WHO SOUGHT TO DESTROY T.H.U.N.D.E.R. AND TO FURTHER THEIR AIMS OF WORLD DOMINATION, SUCH AS THE "WARLORD" WHO WAS DESTROYED IN THE ATTEMPT...



T.H.U.N.D.E.R. HAS AT ITS COMMAND THE RESOURCES AND THE BEST MINDS IN THE FREE WORLD... SUCH AS THE BRILLIANT PROFESSOR WALLACE JENNINGS* WHO CREATED THE DEVICES USED BY THUNDER'S AGENTS, BUT WAS KILLED BY THE WARLORD'S MEN...

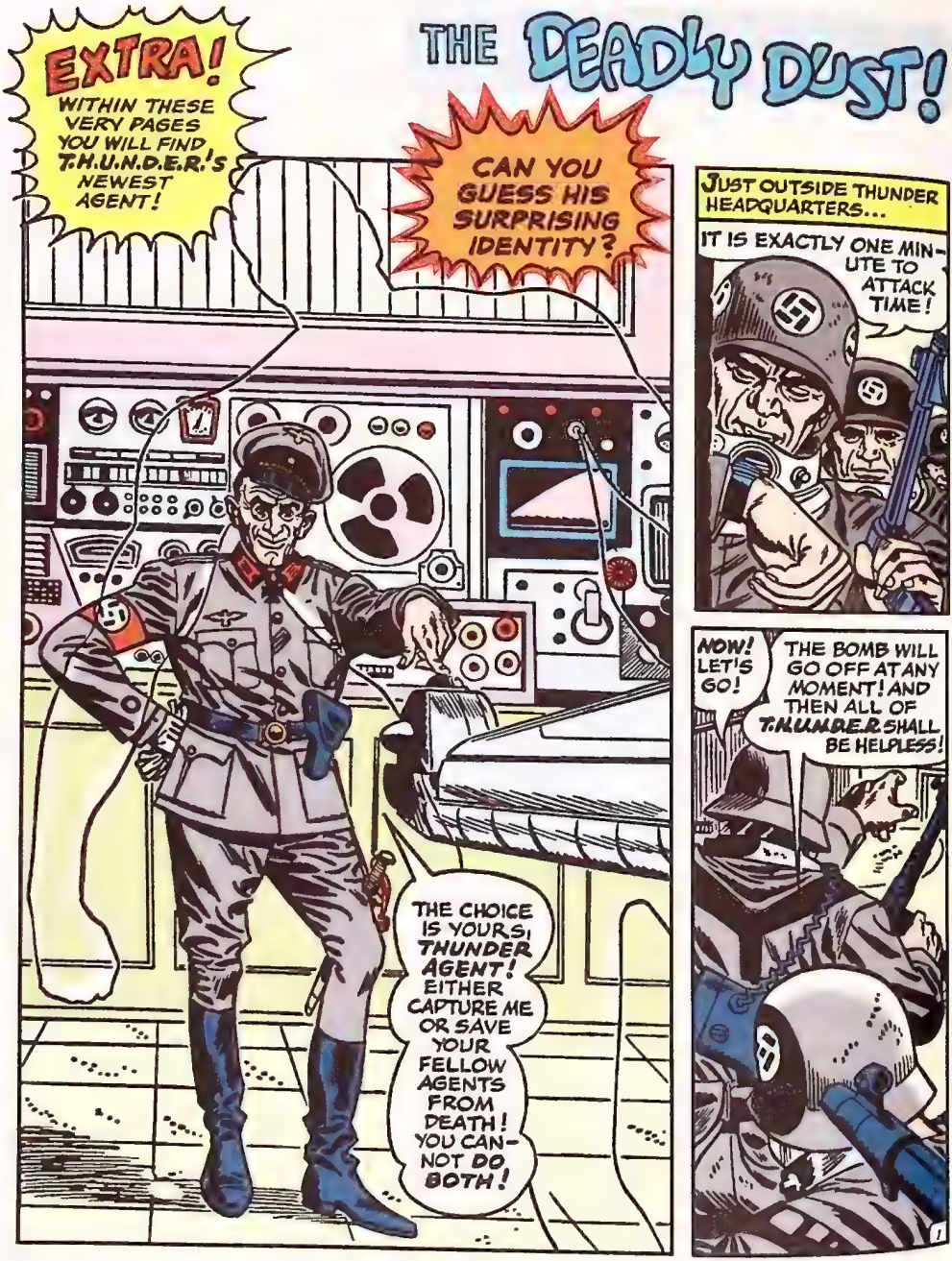


CANDIDATES WERE SELECTED FROM AMONG VARIOUS BRANCHES OF THE ORGANIZATION TO USE THESE INVENTIONS, BECOMING SUPER-AGENTS NOMAN, DYNAMO, MENTHOR AND LIGHTNING!

T.H.U.N.D.E.R. SQUAD

A POWER-MAD TYRANT PROFESSING TO BE BARON VON KAMPF, LEGENDARY PRUSSIAN DESERT PILOT OF WORLD WAR II, ATTEMPTS TO TAKE OVER THE ENTIRE WORLD, UTILIZING THE MIGHTIEST WEAPON T.H.U.N.D.E.R. HAS EVER FACED...

THE DEADLY DUST!


EXTRA! WITHIN THESE VERY PAGES YOU WILL FIND T.H.U.N.D.E.R.'S NEWEST AGENT!
CAN YOU GUESS HIS SURPRISING IDENTITY?
THE CHOICE IS YOURS, THUNDER AGENT! EITHER CAPTURE ME OR SAVE YOUR FELLOW AGENTS FROM DEATH! YOU CANNOT DO BOTH!
JUST OUTSIDE THUNDER HEADQUARTERS...
IT IS EXACTLY ONE MINUTE TO ATTACK TIME!
NOW! LET'S GO!
THE BOMB WILL GO OFF AT ANY MOMENT! AND THEN ALL OF T.H.U.N.D.E.R. SHALL BE HELPLESS!

EVEN AS THE STRANGELY GARBED MEN APPROACH WITHIN THE HEADQUARTERS, YET UNNOTICED BY T.H.U.N.D.E.R. PERSONNEL, A CLOUD OF DUST BEGINS TO EMANATE FROM THE AIR CONDITIONING SYSTEM...
WITHIN SECONDS THE ENTIRE BUILDING IS FILLED WITH A STRANGE HAZE...
DUST PARTICLES ENTER THE BLOODSTREAM THROUGH THE LUNGS OF ALL PERSONNEL PRESENT AND THUS NERVE AND AND MUSCLE REACTIONS ARE REDUCED TO ONE TENTH OF NORMAL SPEED...
EVEN T.H.U.N.D.E.R.'S MOST POWERFUL AGENTS FALL PREY TO THE MENACING MIST...
I CAN HARDLY MOVE!
I COULD SWITCH MY MIND INTO ANOTHER ONE OF MY BODIES THAT IS OFF THE BASE AND THEREFORE IS NOT AFFECTED BY THIS DUST...BUT I'D BETTER FIND OUT WHAT'S HAPPENING HERE FIRST...
THEN...
GOOD! THE BARON'S DUST BOMB HAS SLOWED EVERYONE DOWN--WHILE THESE MASKS KEEP US AT NORMAL SPEED!
WE'LL BE FINISHED WITH OUR JOB BEFORE THESE AGENTS CAN MAKE A MOVE!
MEN--DRESSED AS NAZI SOLDIERS ATTACKING!!
TO THE FILE CABINETS--GET ALL THE SECRET DOCUMENTS YOU CAN!
SO THAT'S IT! A DOCUMENT ROBBERY! I'D BETTER SWITCH...
...MY MIND INTO ANOTHER BODY--IMMEDIATELY!
2

THEN, AS NOMAN'S MIND LEAVES THE ANDROID BODY...
I CAN'T MOVE FAST--BUT I'LL DO MY BEST TO STOP THESE ATTACK-ERS!
A WELL-PLACED PUNCH, MY FRIEND! TOO BAD I WASN'T THERE WHEN IT FINALLY ARRIVED!
HAVEN'T YOU LEARNED YET, MUSCLE MAN! YOU CAN'T EVEN COME CLOSE TO HITTING ME. LET ALONE HURTING ME!!
HE'S RIGHT! BUT MAYBE I CAN KEEP HIM BUSY UNTIL NOMAN GETS BACK!
WE'VE GOT THE PAPERS! C'MON LET'S GO!
THEY'RE MAKING A BREAK FOR IT! AND NOMAN ISN'T BACK YET!
MOMENTS LATER...
WE'RE TOO LATE! THEY'RE GONE!
THE DUST HAS SETTLED! WE CAN TAKE OFF THE MASK!
WE GOT HERE AS FAST AS WE COULD, DYNAMO!
BUT IT APPEARS WE WEREN'T FAST ENOUGH!
I'M SURE THEY'LL ATTACK AGAIN! BUT WHEN THEY DO--HOW WILL WE STOP THEM?
IT LOOKS LIKE THAT'S UP TO THE SCIENCE BOYS! THEY'LL HAVE TO DEVISE SOMETHING TO COUNTER-ACT THAT DUST!
3

AS THE WEEKS PASS, OTHER DARING THEFTS ARE PERPETRATED...
...WHILE IN THE LABORATORIES OF T.H.U. N.D.E.R., AN INTENSIVE RESEARCH PROGRAM IS INAUGURATED...
FINALLY... MEMBERS OF THE THUNDER SQUAD, I HAVE CALLED YOU HERE IN ORDER TO INFORM YOU THAT WE HAVE FINALLY FOUND A WAY TO DEFEAT THE DUST BANDITS!
HOW?
THIS WAY, I WISH TO SHOW YOU T.H.U.N.D.E.R.'S LATEST WEAPON!
THIS IS THE SPEED-INDUCER BEAM RIFLE! IT INCREASES A PERSON'S SPEED MANY TIMES!
HOWEVER, BECAUSE OF A CERTAIN SIDE EFFECT, WE BELIEVE THAT CONTINUED USE OF THIS DEVICE MAY SHORTEN A PERSON'S LIFE--WE MUST ASK FOR VOLUNTEERS!
YOU KNOW WHAT OUR ANSWER WILL BE, SIR!
OF COURSE, WE SHALL ALL VOLUNTEER!

GOOD! I SHALL NOW GIVE YOU A SPEED THAT IS TEN TIMES NORMAL... I DARE NOT GIVE YOU MORE -- EXCEPT IN THE CASE OF EMERGENCY!
MOMENTS LATER...
EXCELLENT! YOU HAVE PERFECTED YOUR USE OF THE SUPER-SPEED! WE ARE NOW READY
THE DUST BANDITS ONLY ATTACK POSITIONS AT WHICH VITAL PAPERS ARE BEING HELD!
WE THEREFORE BELIEVE THAT THERE MAY BE A SPY SOMEWHERE WITHIN OUR NETWORK!
I SHALL THEREFORE PASS AROUND THE INFORMATION THAT IMPORTANT DOCUMENTS ARE BEING HOUSED AT OUR EAST SIDE BASE!
WHEN BARON VON KAMPF'S MEN ATTACK, YOU FOUR WILL BE THERE WAITING FOR THEM!
AND SO, THE STAGE IS SET.
TOP SECRET
AND RIGHT ON CUE, A PLANE THAT EXPERTLY DUSTS THE ENTIRE EAST SIDE BASE...
THEN, FROM OFF STAGE, COME THE NAZI SOLDIERS BENT AS BEFORE ON THEFT...

SO FAR SO GOOD! THEY'RE APRROACHING, THINKING THAT WE'VE BEEN SLOWED DOWN!
THE BEAM HAS COUNTERACTED THE DUST--WE CAN NOW ACTUALLY MOVE AT NORMAL SPEED!
AND SO--WE SHALL TURN THE TABLES!
ATTACK, MEN!
HE'S THEIR LEADER! QUICK, SHOOT HIM DOWN!
I GOT HIM!
RA TA TA TA TA!
EXCELLENT! THE OTHERS ARE DISTRACTED! THEY'RE RUNNING TO HELP THEIR FELLOW AGENT! NOW TO END THE FIGHT...
...BY SIMPLY RENDERING THESE THREE UNCONSCIOUS!
ZAP!
THE OTHER ONE MUST BE DEAD BUT WE SHALL TAKE THESE AGENTS WITH US! WE MUST FIND OUT HOW THEY RESISTED THE DUST!
STILL MOTIONLESS LIES THE FIGURE OF GUY, AS THE PLANE TAKES OFF INTO THE DISTANCE...

BUT LATER, BACK AT HEADQUARTERS, A SEEMINGLY DEAD THUNDER AGENT COMES TO LIFE..
WHAT--? WHERE AM I?
YOU ARE SAFE, MY FRIEND...
BUT WHERE ARE KITTEN AND DYNAMITE AND WEED? WHAT HAPPENED TO THEM?
ACCORDING TO THE REPORTS, THEY HAVE BEEN CAPTURED BY THE BARON.
OH, NO! WHAT CAN I DO? I MUST SAVE THEM!
AND YOU SHALL!
I SHALL GIVE YOU THE WEAPON THAT WILL ENABLE YOU TO DEFEAT BARON KAMPF!
PUT ON THIS SUIT!
THAT SUIT HAS BUILT WITHIN IT, IT'S OWN SPEED INDUCER BEAM SYSTEM! IT IS ALSO DESIGNED TO WITHSTAND SPEEDS THAT ARE OVER 100 TIMES THAT ACHIEVED BY THE FASTEST HUMAN!
WITH THIS SHIELD DESIGNED TO PROTECT YOUR EYES, THE OUTFIT IS COMPLETE! YOU NOW POSSESS THE POWER TO BE THE FASTEST MAN ALIVE--CAPABLE OF MOVING AT INCALCULABLE SPEEDS!
BUT OF COURSE, BECAUSE OF THE BEAM'S LIFE-SHORTENING EFFECT WHICH IS ESPECIALLY DETRIMENTAL AT HIGHER SPEEDS, WE CAN NOT TELL YOU TO USE THIS WEAPON, WE CAN ONLY ASK YOU TO VOLUNTEER. HOWEVER, I FELT...
SAY NO MORE--I ACCEPT!
GOOD! YOU ARE NOW TO BE KNOWN AS T.H.U.N.D.E.R. AGENT CODE NAME-- LIGHTNING!
7

WE KNOW WHERE THE BARON IS, BUT HE HAS WARNED US NOT TO COME NEAR--OR ELSE THE SQUAD MEMBERS WILL PERISH!
I SHALL TELL YOU THE LO-CATION...
AND AS SOON AS THOSE FATEFUL WORDS ARE OUT OF THE SCIENTIST'S MOUTH...
HE'S...HE'S VANISHED!
WHOOSH!
AND SO, LIGHTNING GOES HIS WAY AT A SPEED THAT RENDERS HIM INVISIBLE! THE ONLY PERCEPTIBLE RECORD OF HIS PASSAGE BEING A SONIC BOOM!
VOOM!
AND AT THE BARON'S CASTLE...
ZOOOM!
SUDDENLY...
CRASH!
WHAT THE--?
MAN YOUR POSTS! WE ARE UNDER ATTACK!

THREE OF THEM GUARDING THAT ONE DOOR! THAT MUST BE THE ENTRANCE TO THE BARON'S ROOM!
HALT! STAND RIGHT WHERE YOU ARE!
AM I HERE?
POW!
ZIP!
OR HERE?
ZOK!
OR MAYBE EVEN HERE!
BAM!
CRASH!
AND NOW TO MEET THE BARON HIMSELF!
YOU ARE TOO LATE, THUNDER AGENT! RIGHT NOW, AS I PUSH THIS BUTTON--A CONCENTRATED AMOUNT OF MY DEADLY DUST IS FALLING UPON YOUR FRIENDS, WHOM YOU WILL FIND IN THE NEXT ROOM!
SOON THEY WILL DIE!--SO THE CHOICE IS YOURS! EITHER YOU SAVE YOUR FELLOW AGENTS FROM DEATH OR CAPTURE ME! YOU CANNOT DO BOTH, FOR...
BUT, EVEN BEFORE THE BARON CAN COMPLETE HIS SENTENCE, LIGHTNING'S DECISION HAS BEEN MADE!
ZIP!

DUST COMING DOWN FAST! LITTLE TIME LEFT! THERE'S ONLY ONE THING TO DO!
FIRST, I'LL SMASH THROUGH THE ROOF!
CRASH!
AND THEN I'LL SPEED AROUND IN A CIRCLE CREATING A WHIRLWIND!
THERE GOES THE BARON ESCAPING IN HIS PLANE! BUT THIS IS NO TIME TO CONSIDER HIM! I'VE GOT THREE LIVES TO SAVE!
AND THEN AS LIGHTNING'S SPEED INCREASES TO THE POINT WHERE HE CAN NO LONGER BE SEEN, THE WHIRLWIND GROWS IN POWER, SUCKING THE DUST UP--UP WHERE IT WILL DO NO HARM...
THUS, INSIDE, THE THREE THUNDER SQUAD MEMBERS SUDDENLY COME OUT OF THEIR STUPOR...
WHA...?
WHERE AM I?
LIKE, W-WHAT'S HAPPENING?
ARE YOU ALL RIGHT DOWN THERE?
LOOK--IT'S GUY WEARIN' SOME KIND OF CRAZY GOGGLES!
HE MUST HAVE SAVED US!
LATER, BACK AT HEAD-QUARTERS...
THE DUST BANDITS ARE NOW BEHIND BARS-ONLY THE BARON HIMSELF ESCAPED!
YOU DID YOUR JOB WELL, THUNDER SQUAD!
AS FOR THE BARON, HIS DUST IS NO LONGER THE THREAT IT ONCE WAS--FOR NOW WE HAVE A FULL-TIME AGENT WHO CAN COUNTERACT THE MIST!
AND IF HE ATTACKS AGAIN-I SHALL BE READY!
The End

DYNAMO
AND
"THE RETURN OF
THE IRON MAIDEN"
WHEN THE FIRST OF THE SUBTERRANEAN BEINGS, THE "WARLORD", WAS DESTROYED BY THE T.H.U.N.D.E.R. AGENTS. THE IRON MAIDEN WAS CAPTURED....

AT THE MAXIMUM SECURITY WOMEN'S PRISON WHERE THE IRON MAIDEN IS BEING HELD...
THIS IS A SWITCH... BREAKING INTO PRISON!
IRON MAIDEN, WHERE ARE YOU? WE'RE HERE TO FREE YOU!
OVER HERE!
WE WERE SENT BY DOCTOR DEATH! COME WITH US!
YOU DON'T HAVE TO ASK ME TWICE!
THE ENTIRE OPERATION TOOK LESS THAN TEN MINUTES!
SOMETHING BIG MUST BE BUILDING UP HERE, CHIEF... SHOULDN'T I STICK AROUND?
NO YOU'VE GOT YOUR ORDERS, BROWN. YOU LEAVE FOR ASIA MINOR TONIGHT!
A FEW DAYS LATER IN THE MIDDLE EAST...
...AND SEVERAL CARAVANS CARRYING VITAL STRATEGIC MATERIALS HAVE BEEN ATTACKED!
YOU SAY YOU HAVEN'T BEEN ABLE TO CATCH THEM, KASSIM?
NO...THE RAIDERS SEEM TO VANISH INTO THIN AIR! THEIR VICTIMS ARE FOUND IN A HALLUCINATORY STATE...
THEY BABBLE ABOUT THE IMAGINARY THINGS THEY HAVE SEEN...
WHAT SORT OF THINGS... DEMONS..? SPIRITS..?
YES, ALL THAT... AND ONE APPARITION. SEVERAL CLAIM TO HAVE SEEN.... A BEAUTIFUL YOUNG WOMAN CLAD IN ARMOR!
2

LATER, AS DYNAMO PROWLS ABOUT THE CITY...
WHAT'S THAT? A BUNCH OF THUGS AFTER THAT ONE GUY...
NO TIME TO LOSE... I MUST USE THE BELT!
HANG ON, FELLA! I'M COMING!
THIS'LL TEACH YOU TO GANG UP ON PEOPLE, YOU...
IT'S DYNAMO!
HOLD IT, YOU IDIOT!
WEED! DYNAMITE! WHY, IT'S THE THUNDERSQUAD!
YOU FOOL! YOU LET HIM GET AWAY!
WHO WAS IT?
THAT WAS DR. DEATH, THE MAN BEHIND THE RAIDS! WE HAD HIM WHEN YOU BUTTED IN!
OH NO!
NOW HE'S DISAPPEARED IN THAT CROWD... WE'LL NEVER PICK UP HIS TRAIL!
WELL, NO USE CRYING OVER SPILLED MILK... WE'LL JUST HAVE TO START ANOTHER LINE OF ATTACK. SEE YOU LATER, DYNAMO...
SO LONG, GANG... I'M SORRY...

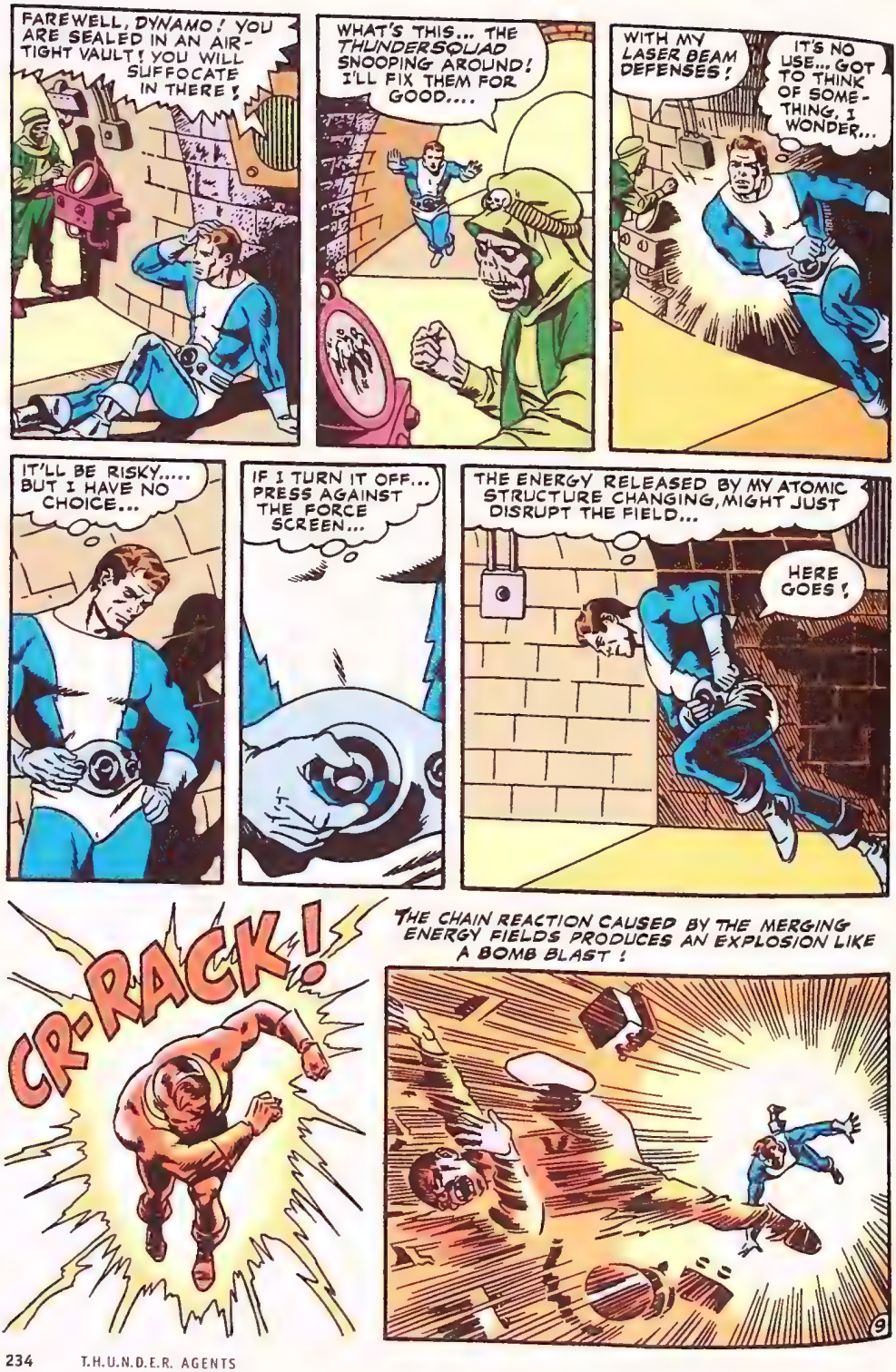
LATER...
NOW WHAT..?
ALMS FOR THE LOVE OF ALLAH!
HUH...OH, SORRY, I DON'T...
WHAT TH...! AN EMPTY SLEEVE...?
OH, IT'S YOU, NOMAN. WHAT'S UP?
SORRY I STARTLED YOU, BUDDY. I'VE GOT A SCOOP FOR YOU!
I'VE BEEN SNOOPING AROUND INVISIBLE... AND I'VE LEARNED OF THE NEXT CARAVAN TO BE ATTACKED!
GOOD WORK, DYNAMO WILL BE THERE!
SO WILL I, MY MUSCLE-BOUND FRIEND. DOCTOR DEATH WILL BE READY!
DYNAMO, IT IS VERY REASSURING TO HAVE YOU ALONG, BUT I DON'T EXPECT ANY TROUBLE
WAIT! LOOK! IS THAT A MIRAGE OR AN OASIS?
THERE IS NO OASIS ON THE MAP... AND THIS IS NO MIRAGE!
SOMETHING'S WRONG! IT'S TOO REAL! WE'RE BEING INFLUENCED SOMEHOW!

THIS MUST BE THE ATTACK! BE PREPARED FOR ANYTHING!
BUT BEHIND A DUNE....
QUICK- BEFORE HE TURNS ON HIS BELT!
THE REST OF THE CARAVAN ARE IMMOBILIZED BY THEIR HALLUCINATIONS....
TIE HIS HANDS BEHIND HIS BACK!
...AND DON'T TOUCH THAT BELT! IT WILL TRANSMIT AN ALARM TO EVERY THUNDER AGENT IN THE AREA!
AND THE IRON MAIDEN'S MEN QUICKLY TAKE OVER THE CARGO...
OOOH.. MY HEAD.... WHA..
SO! YOU'RE AWAKE, DYNAMO! CAPTURING YOU IS GETTING TO BE A HABIT!
WHY ARE WE STOPPING? THERE'S NOTHING HERE!
WAIT AND SEE, YOU FOOL!
AT A SIGNAL FROM THE IRON MAIDEN....
THAT DUNE..IT'S SHIMMERING.... SHIFTING....
...PARTING LIKE THE RED SEA!
5

A HUGE IRON DOOR IS REVEALED.
NEAT TRICK, SISTER!
AN ILLUSION, FRIEND. DOCTOR DEATH IS A MASTER OF ILLUSION!
AND THE WHOLE PROCESSION PROCEEDS DOWNWARD ALONG A TUNNEL—
TAKE A LAST LOOK AT DAYLIGHT, DYNAMO.... YOU MAY NEVER SEE IT AGAIN!
WELCOME, DYNAMO! I HAVE A BUSINESS PROPOSITION FOR YOU.... YOUR LIFE FOR THE THUNDERBELT!
SORRY, NO DEAL, CHARLIE!
SO? WELL, THERE ARE WAYS... YOU'LL BE MORE CO-OPERATIVE WHEN I'M THROUGH WITH YOU!
WON'T WORK, PAL... THERE'S NOTHING YOU CAN DO—ASK IRON MAIDEN! SHE'S TRIED!
IT IS TRUE, MY MASTER.... BUT I HAVE AN IDEA!
GIVE ME SOME TIME ALONE WITH HIM. I HAVE A NEW TRUTH SERUM WHICH I'D LIKE TO TRY—
VERY WELL! YOU HAVE ONE HOUR. IF HE STILL RESISTS HE WILL DIE, AND WE'LL EXAMINE THE BELT OURSELVES!
6

LATER...
GOOD! WE CANNOT BE OVERHEARD... THERE IS NO SERUM... THAT WAS JUST TO GET YOU ALONE.
I'M FLATTERED... BUT WHY?
WHEN I HELD YOU PRISONER AND YOU RESISTED ALL MY EFFORTS TO BREAK YOU, I KNEW YOU WERE A REAL MAN!
...NOT WEAK AND COWARDLY LIKE THE WARLORD OR UGLY AND GREEDY LIKE DOCTOR DEATH... THEIR POWER COMES FROM MACHINES THEY CONTROL...
...BUT YOU ARE BRAVE AND STRONG, EVEN WITHOUT THE POWER OF YOUR THUNDERBELT...
I REALIZE NOW YOU ARE THE ONLY FIT MAN FOR ME... THE ONLY ONE WORTHY OF MY LOVE!
DON'T GET MUSHY, LADY... YOU'LL RUST YOUR SUIT!
DON'T BE INSOLENT. TEAM UP WITH ME AND WE COULD RULE THE EARTH!
SORRY, I'D RATHER NOT RULE THE EARTH. I JUST WANT TO MARRY THE GIRL NEXT DOOR AND LIVE IN THE SUBURBS!
YOU FOOL! YOU SPURN MY LOVE! NOW YOU'LL PAY!
SPLAT!
WELL! HAS OUR FRIEND DECIDED TO COOPERATE?
NO, DOCTOR, BUT.....
"BUT" NOTHING! HE DIES...NOW!
NO! WAIT— OH, DYNAMO!
7

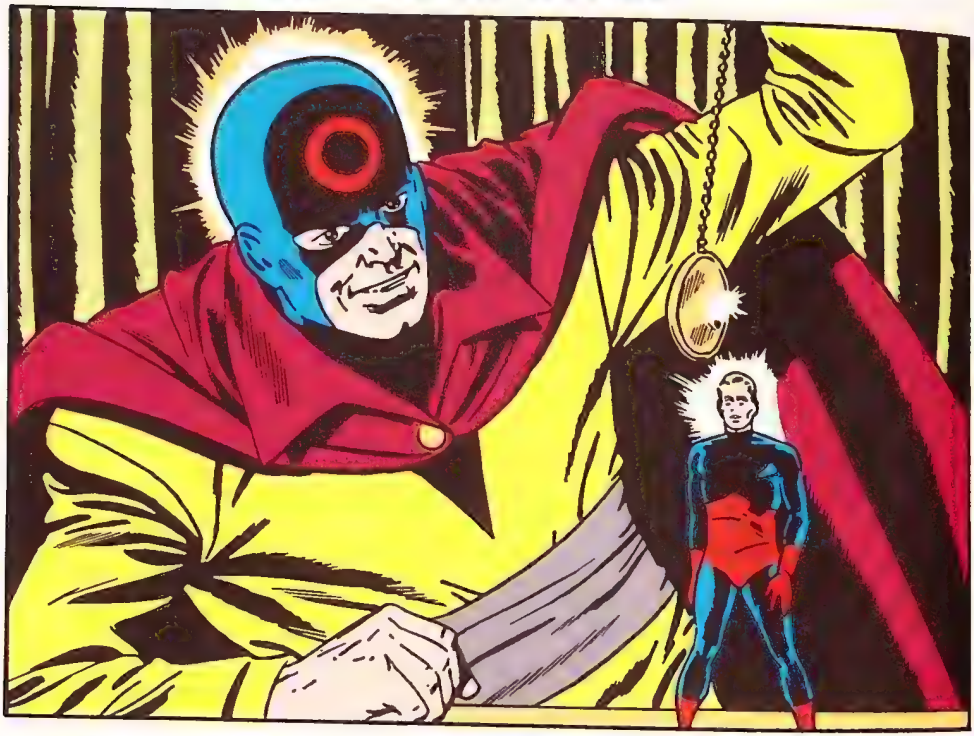
YOU... YOU'RE HELPING HIM? THEN YOU DIE!
TURN THE DIAL... QUICK!
OH...!
CRACK!
YOU KILLED HER! NOW...
STOP HIM, MEN!
I'LL GET YOU DOCTOR, IF IT'S THE LAST THING I DO!
HE'S TOSSING MY MEN AROUND LIKE RAG DOLLS!
... BUT THEY DELAYED HIM JUST LONG ENOUGH....
TO CLOSE MY FORCE FIELD... AND I'M PROTECTED BY AN INVISIBLE SHIELD!
8


FAREWELL, DYNAMO! YOU ARE SEALED IN AN AIR-TIGHT VAULT! YOU WILL SUFFOCATE IN THERE!
WHAT'S THIS... THE THUNDERSQUAD SNOOPING AROUND! I'LL FIX THEM FOR GOOD....
WITH MY LASER BEAM DEFENSES!
IT'S NO USE... GOT TO THINK OF SOMETHING, I WONDER...
IT'LL BE RISKY..... BUT I HAVE NO CHOICE...
IF I TURN IT OFF... PRESS AGAINST THE FORCE SCREEN...
THE ENERGY RELEASED BY MY ATOMIC STRUCTURE CHANGING, MIGHT JUST DISRUPT THE FIELD...
HERE GOES!
CR-RACK!
THE CHAIN REACTION CAUSED BY THE MERGING ENERGY FIELDS PRODUCES AN EXPLOSION LIKE A BOMB BLAST!
9

WHILE ABOVE, THE SQUAD SEES—
LOOK, THE DUNES CAVING IN!
MUST BE AN EARTHQUAKE!
NO, LOOK! SOMETHING'S COMING OUT OF THE GROUND!
DYNAMO! WHAT'S GOING ON—ARE—YOU—
IT'S ALL OVER.
TELL US ALL ABOUT IT!
THUNDER
TOO BAD ABOUT IRON MAIDEN— SHE WAS QUITE A GAL!
YEAH...
HERE COMES OUR TRANSPORTATION!
BACK IN HIS NEW YORK HEADQUARTERS....
YOU DID WELL, BROWN! I'M PROUD OF YOU! ALL T.H.U.N.D.E.R. IS....
THANKS...
WELL LEN! BORED WITH US AFTER YOUR COLORFUL ADVENTURES IN EXOTIC—
ALICE...
DO ME A FAVOR.... JUST LEAVE ME ALONE!
END

MENTHOR

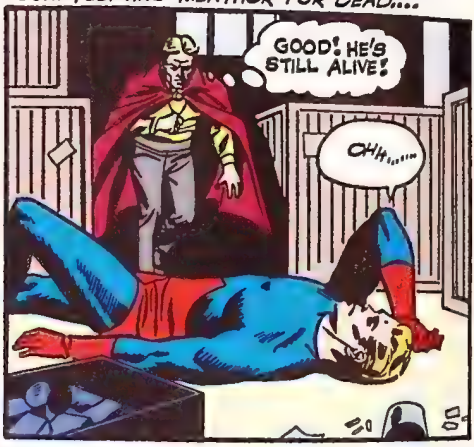
AND "THE GREAT HYPNO"



ATTACKED FROM ALL SIDES, MENTHOR TRIES DESPERATELY TO CONCENTRATE...
NOW I'LL GET HIM FROM BEHIND...
...AND USE THE TREMENDOUS MENTAL POWERS OF HIS HELMET...
NO YOU DON'T, FRIEND! YOU CAN'T SNEAK UP ON A MAN WHO CAN READ MINDS!
GOT HIM! GRAB THE HELMET!
I CAN HANDLE THESE TWO, BUT...
...HAVE TO STOP THAT ONE BY MENTAL FORCE!
SOMETHING HOLDING ME! I CAN'T...
THAT GUN! MUST USE TELEKINESIS!
WHAT... NOW I'M FREE! I CAN...
HEY! WHAT TH'...
...GRAB THE HELMET! IT'S ALL OVER FOR YOU NOW!

AS CONRAD JANUS DONS THE HELMET, A FURTIVE FIGURE WATCHES SILENTLY—

--- AND EMERGES ONLY WHEN THE GANG HAS GONE, LEAVING MENTHOR FOR DEAD....



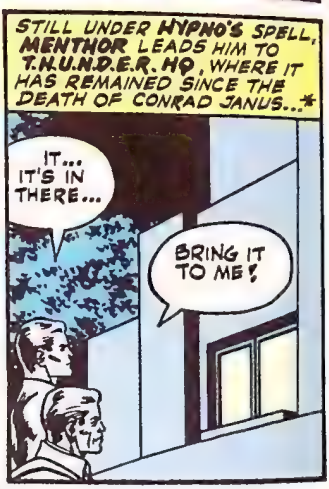
WHO AM I? I DON'T KNOW!
OH, NO! HE HAS AMNESIA!
HOW CAN I FIND OUT ABOUT THE HELMET NOW?! WELL, PERHAPS IN TIME.....
RELAX, MY FRIEND... DON'T TROUBLE YOURSELF NOW!
FIRST WE MUST EAT, AND MEANWHILE WE CAN TRY TO FIGURE OUT WHAT TO DO....I MAY USE YOU IN MY ACT!
ACT?
YES... I WAS ONCE KNOWN AS "THE GREAT HYPNO"... SECOND ONLY TO HOUDINI! I'VE SINCE SLIPPED A LONG WAY, BUT WE CAN STILL MANAGE A MENTALIST ACT....
XMA
AT MENTHOR'S DEBUT ON THE BOARDWALK, HE REVEALS A SENSATIONAL CAPACITY!
THAT IS A WATCH... IT BELONGS TO JOHN COLEMAN... 17 WILLOW LANE... HAS TWO CHILDREN... HIS SOCIAL SECURITY NUMBER IS.....
HOT
WHY, HE...HE... CAN REALLY READ MINDS!
LATER, DETERMINED TO SOLVE THIS MYSTERY, HYPNO PUTS MENTHOR INTO A TRANCE....
YOU MUST TELL ME... WHERE DID YOU GET THE ABILITY TO READ THOUGHTS?
IT... IT MUST BE THE HELMET!

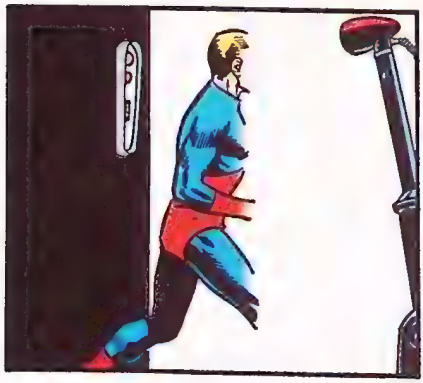
UNDER HYPNOSIS, MENTHOR'S MEMORY RETURNS, AND HE REVEALS HIS PAST HISTORY TO THE STARTLED HYPNO....
.... AND SO I BECAME AN AGENT OF T.H.U.N.D.E.R., WITH THE CODE NAME OF "MENTHOR." THE HELMET RELEASED ALL THE LATENT POWER OF MY BRAIN...
.... INCLUDING EXTRA-SENSORY PERCEPTION, TELEPATHY, HYPNOSIS, AND TELEKINESIS..... I DON'T KNOW HOW I RETAINED THIS ABILITY.....

... BUT THE CONSTANT USE OF THE HELMET MUST HAVE ACTIVATED THAT AREA OF MY BRAIN PERMANENTLY!

NO WONDER THOSE MEN WERE SO ANXIOUS TO GET THE HELMET! I MUST HAVE IT!
WHERE IS IT NOW?

I DON'T KNOW, BUT I CAN LEAD YOU TO IT! I'M ATTUNED TO IT... SOMEHOW LINKED TO IT MENTALLY!


STILL UNDER HYPNO'S SPELL, MENTHOR LEADS HIM TO T.H.U.N.D.E.R. HQ, WHERE IT HAS REMAINED SINCE THE DEATH OF CONRAD JANUS...*
IT... IT'S IN THERE...
BRING IT TO ME!


THE T.H.U.N.D.E.R. DEFENSE SYSTEMS SCAN AND PASS HIM, BEING PROGRAMMED WITH THE BODY PATTERNS AND METABOLISM OF EACH T.H.U.N.D.E.R. AGENT....

... BUT ONE T.H.U.N.D.E.R. AGENT IS WORKING LATE...
JANUS! WHERE HAVE YOU BEEN?! HEY WHY DON'T YOU ANSWER?
WHAT'S WRONG WITH YOU?! STOP!!

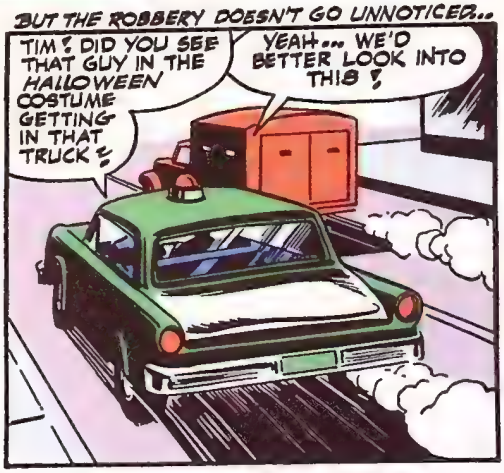
JANUS HEADS DIRECTLY FOR THE HELMET...

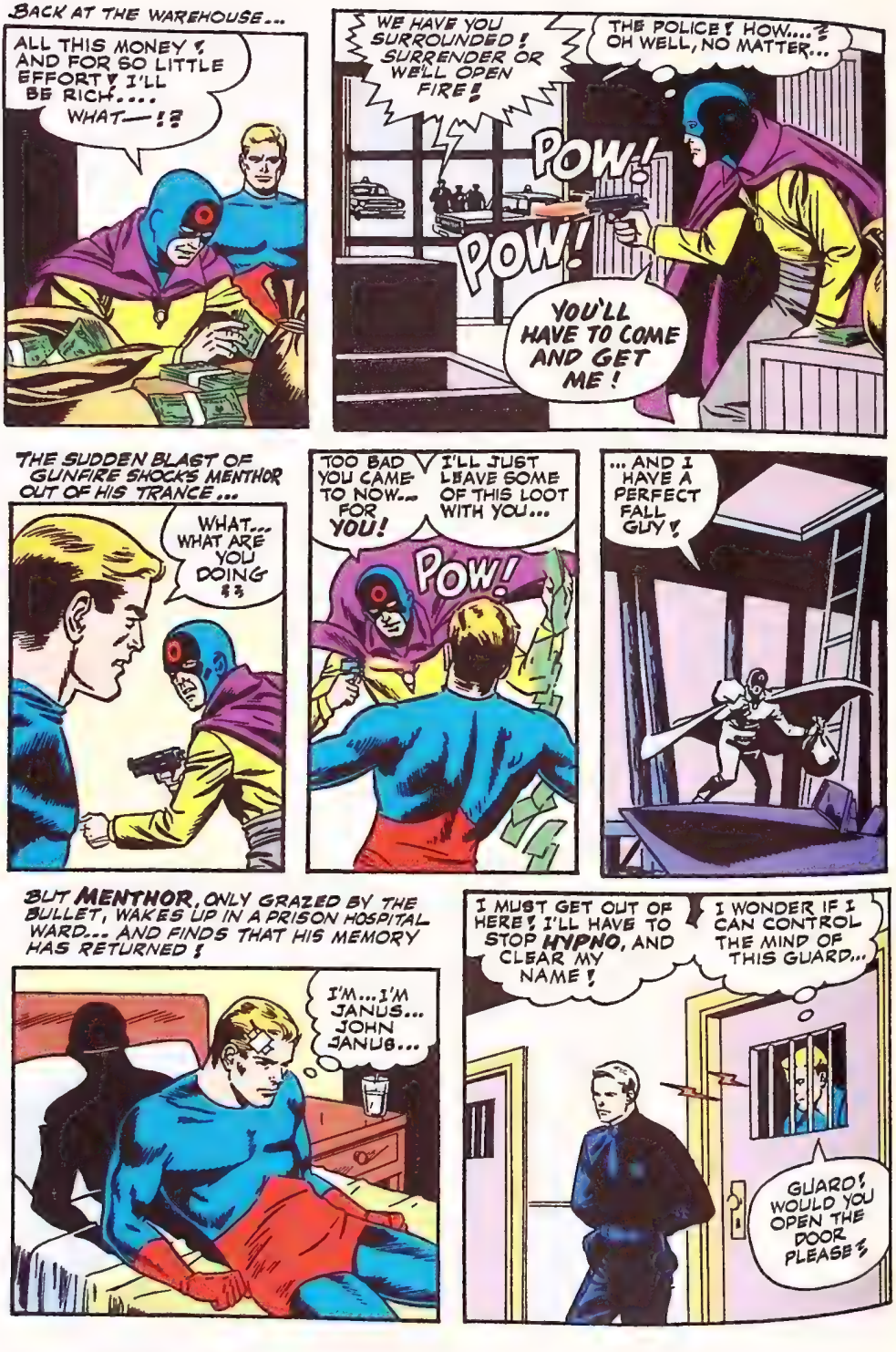
HERE... IT... IS...
THIS WILL MAKE ME THE GREATEST STAGE MENTALIST EVER!...NOW FOR BIG TIME SHOW BIZ!

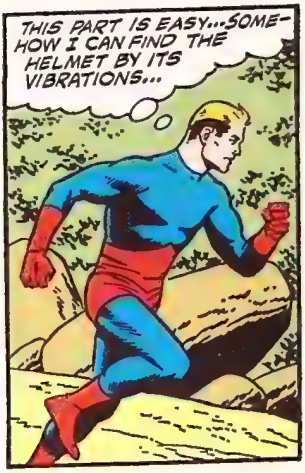
THE EFFECT ON HYPNO IS STARTLING!
WHY...I CAN BE THE GREATEST CRIMINAL EVER!— NOW FOR BIG TIME CRIME!

AND SO, A FEW DAYS LATER....
IT'S SO EASY! I JUST TAKE OVER THESE TELLERS...
JUST PUT THE MONEY IN THAT BAG, PLEASE!

NOW IT IS EQUALLY SIMPLE TO CONTROL THESE GUARDS...
KINDLY LOAD THOSE BAGS IN THE ARMORED CAR....


BUT THE ROBBERY DOESN'T GO UNNOTICED...
TIM! DID YOU SEE THAT GUY IN THE HALLOWEEN COSTUME GETTING IN THAT TRUCK!
YEAH... WE'D BETTER LOOK INTO THIS!

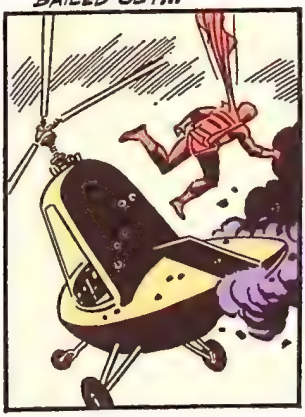

BACK AT THE WAREHOUSE...
ALL THIS MONEY! AND FOR SO LITTLE EFFORT! I'LL BE RICH.... WHAT—!?
WE HAVE YOU SURROUNDED! SURRENDER OR WE'LL OPEN FIRE!
THE POLICE! HOW...? OH WELL, NO MATTER...
POW!
POW!
YOU'LL HAVE TO COME AND GET ME!
THE SUDDEN BLAST OF GUNFIRE SHOCKS MENTHOR OUT OF HIS TRANCE...
WHAT... WHAT ARE YOU DOING!?
TOO BAD YOU CAME TO NOW... FOR YOU!
I'LL JUST LEAVE SOME OF THIS LOOT WITH YOU...
POW!
... AND I HAVE A PERFECT FALL GUY!
BUT MENTHOR, ONLY GRAZED BY THE BULLET, WAKES UP IN A PRISON HOSPITAL WARD... AND FINDS THAT HIS MEMORY HAS RETURNED!
I'M... I'M JANUS... JOHN JANUS...
I MUST GET OUT OF HERE! I'LL HAVE TO STOP HYPNO, AND CLEAR MY NAME!
I WONDER IF I CAN CONTROL THE MIND OF THIS GUARD...
GUARD! WOULD YOU OPEN THE DOOR PLEASE!



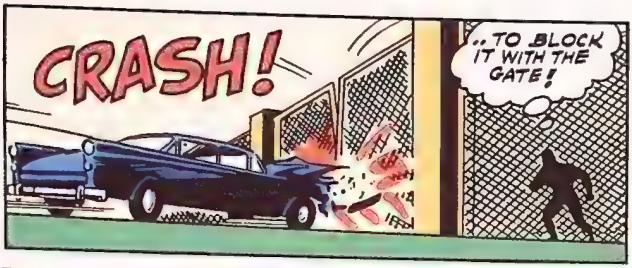
MENTHOR RACES TO THE SCENE TO FIND HYPNO

...AND A STRANGE STRUGGLE TAKES PLACE... MENTHOR PITS HIS LATENT POWER AGAINST THAT OF THE HELMET, AND MEN BECOME PAWNS IN A FANTASTIC CHESS GAME...

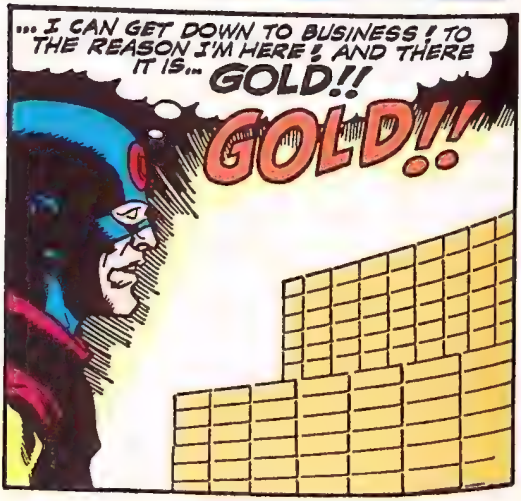
BUT, ABLE TO ANTICIPATE EVERY MOVE, MENTHOR BAILED OUT...



AND, AS HE LANDS AND HEADS FOR THE GATE...

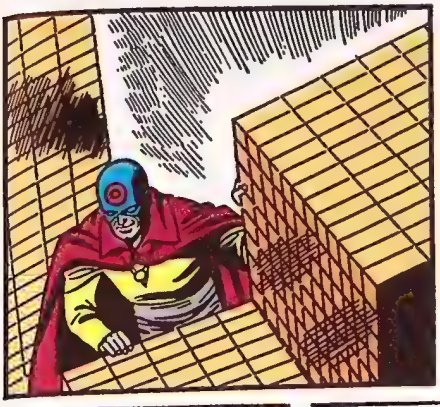


MENTHOR COUNTERS BY QUICKLY TAKING OVER A GUARD STANDING NEAR...



HYPNO IS SO STAGGERED BY THE HUGE STACKS OF GOLD INGOTS THAT HE FORGETS EVERYTHING!

... AND SO LOSES CONTROL OF THE MEN HOLDING MENTHOR!



STARTLED AS THE UNSPOKEN WORDS SOUND IN HIS MIND, HYPNO WHIRLS....

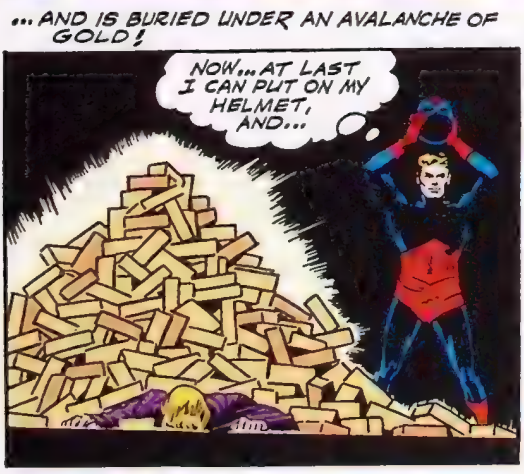
... AND I'M AFRAID IN THAT DEPARTMENT YOU'VE PICKED THE WRONG OPPONENT...

... BECAUSE ABOVE ALL ELSE, A T.H.U.N.D.E.R. AGENT IS A HIGHLY TRAINED FIGHTING MAN!

THE DESPERATE HYPNO TRIES TO KNOCK MENTHOR OUT BY HURLING INGOTS...

THEN, IN UNTHINKING PANIC, BEGINS TO CLIMB OUT OF HIS WAY...

...NOT REALIZING HE HAS WEAKENED THE STACK BY THE INGOTS HE REMOVED....


... AND IS BURIED UNDER AN AVALANCHE OF GOLD!
NOW... AT LAST I CAN PUT ON MY HELMET, AND...

I'M MENTHOR AGAIN!

BIOGRAPHIES

WALLACE WOOD

Wallace Wood was born on June 17, 1927 in Menahga, Minnesota. Primarily a self-taught artist, Wood briefly attended both the Minneapolis School of Art and Burne Hogarth's Cartoonists and Illustrators School in New York City (later to become the School of Visual Arts). He entered the comic-book field in 1949, freelancing for various publishers, including Avon and Ziff-Davis, among others. He is perhaps best known for his work with E.C.'s "New Trend" line in general and their science-fiction titles in particular. His solid composition and lush inking were perfectly presented in titles like *Weird Science* and *Weird Fantasy*, which required a constant parade of spaceships, monsters, and luscious women in skintight space suits. Wood also worked on the line's horror and war titles, such as *The Vault of Horror* and *Two-Fisted Tales*, and at the same time was a regular contributor to *MAD*.

After E.C. folded all of their titles except *MAD* in 1956, Wood launched a successful sideline to his comics career doing advertising work. He also continued freelancing widely, doing work for nearly every major comics publisher, including DC and Marvel. In 1965, Wood created *T.H.U.N.D.E.R. Agents*, which was published by the newly formed Tower Comics in an arrangement that left Wood free from most administrative distractions and able to concentrate on the creative aspects of the demanding title. *T.H.U.N.D.E.R. Agents* lasted for nineteen issues, ending its original run in 1968, and has since been recognized as one of the best new titles to come out of the 1960s.

At the same time as *T.H.U.N.D.E.R. Agents* was establishing itself, Wood also launched his pro-zine *witzend*, assisted by longtime fanzine creators Bill Pearson and Dan Adkins. An outlet for material by comics artists that could not be published in the mainstream, *witzend* served as a template for the explosion of underground comics at the end of the 1960s and is still being published today.

Wood continued working through the 1970s, contributing artwork for publishers as diverse as Warren and Gold Key and sporadically self-publishing, but suffered from a variety of health problems that steadily diminished his abilities. He took his own life in Los Angeles on November 3, 1981.

DAN ADKINS

Born in 1937, Dan Adkins came to the world of comics through the parallel universe of science-fiction fanzines. After meeting fellow science-fiction enthusiast Bill Pearson while serving in the Air Force in the mid-1950s, the two young men started their own fanzine, *Sata*, and Adkins continued to do work for it and many other fanzines when he moved to New York City following his tour of duty. The idea for a new fanzine led Adkins to Wally Wood's studio in 1964, but instead of just getting some art from Wood to print, Adkins instead became Wood's assistant, and the fanzine evolved into the Wood-zine *witzend*, which Pearson continues to edit to this day. Adkins, meanwhile, assisted Wood on art and plotting until 1966 and was instrumental in the creation of the *T.H.U.N.D.E.R. Agents* title. Since then, Adkins has worked in the comics world for nearly four decades — inking, pencilling, and occasionally writing for a wide variety of publishers, including DC, Marvel, Warren, Charlton, and Eclipse — and he shows no signs of stopping.

DICK AYERS

A native of Ossining, New York, Dick Ayers was born in 1924 and began his comics career in 1947 doing pencils for M.E. Comics' *Funnyman*. He worked at M.E. until 1956, primarily illustrating Western features such as *Ghost Rider, Bobby Benson and the B-Bar-B Riders*, and *Calico Kid*, while also doing work for a variety of other publishers, including Tower, Charlton, Prize, St. John, and Timely/Atlas (later to become Marvel). After the relaunch of the Marvel line in the early 1960s, Ayers worked primarily for Marvel for many years, illustrating *Captain America, The Incredible Hulk, Combat Kelly, Ka-Zar*, and many others, including a celebrated run with inker John Severin on *Sgt. Fury and His Howling Commandos*. A dedicated professional, Ayers has also taught for both the Joe Kubert School of Cartoon and Graphic Art and the Guggenheim Museum. He continues to produce work for various publishers, especially his beloved Westerns.

RICHARD BASSFORD

Advertising illustrator Richard Bassford is a native New Yorker who was born in Manhattan in 1936. He entered comics in 1957 with *World of Mystery* and later did illustrations for *Galaxy Science Fiction*. Bassford worked with Wood on the second issue of *T.H.U.N.D.E.R. Agents*, assisting Wood with the pencilling of "Dynamo Battles Dynavac" (later reprinted in Tower's *The Terrific Trio* paperback). Adkins, Wood and Bassford also drew pages for *The Munsters* (Gold Key), based on the 1964-66 CBS comedy series. Warren Publications, always fishing for talented artists, hooked Bassford during the early 1970s, as evident in both *Creepy* (#39, #41) and *Eerie* (#39). Bassford continued to do cartoons and illustrations for corporate audio-visual advertising art presentations over the years, making a brief return to comics in 1986's *Lurid Tales*.

LEN BROWN

Born in Brooklyn in 1941, Len Brown created the character of Dynamo and scripted the lead Dynamo stories in three of the first four issues. Inspired by his youthful fascination with the mysterious Thunder Riders in Gene Autry's *The Phantom Empire* (1935), Brown invented the team name, "Thunder Agents" — which Wood then embellished into "T.H.U.N.D.E.R. Agents." Wood gave the name Leonard Brown to Dynamo's alter ego as a surprise for his friend. *Creepy* and *Nightmare* also published Brown's scripts, and his stories for *Mars Attacks Comics* reunited him with the property he co-created in 1963 at the Topps Company. Working at Topps from 1959-2000, Brown helped develop many trading cards, including *Civil War, Mars Attacks, Wacky Packages* and *Garbage Pail Kids*. As Topps' Creative Director, Brown worked closely with heavyweights like Harvey Kurtzman, Art Spiegelman, Jack Davis, Wally Wood, Norm Saunders, and Al Williamson, and he was an editor for Topps Comics (*Space: Above and Beyond, Xena*). Brown also worked as a disc jockey with New Jersey stations WTTM, WNJN, and WDVR, and he currently broadcasts at KOOP in Austin, Texas. Brown and his wife Abby retired to Dripping Springs, Texas in 2000.

TONY COLEMAN

Leaving England to seek his fortune in American comics, the towering Tony Coleman (b. 1932) went to Canada but lost his portfolio and money while en route to DC Comics in New York. On the basis of his work for British digest war comics, DC's Joe Orlando sent him uptown to the Wood Studio where he worked closely with Wood, beginning with the second issue of *T.H.U.N.D.E.R. Agents* and continuing through issue #5. In addition to inking Gold Key's *Fantastic Voyage*, he did illustrations for *Galaxy Science Fiction* and worked on Harvey Comics' *Warfront*. After six months in the Wood Studio, Coleman had enough cash in hand to make his return to England.

REED CRANDALL

Born in Winslow, Indiana in 1917, Reed Crandall displayed a natural flair for drawing from his earliest years — a talent that grew as he did, eventually winning him a scholarship to the Cleveland School of Art in Ohio and then an invitation to illustrate children's books in New York. Once there, Crandall quickly moved from books to editorial cartooning work for the NEA Syndicate, and then to a staff job as an artist for Will Eisner and Jerry Iger's legendary comics production house. Soon afterwards, Crandall was hired by Everett M. "Busy" Arnold to work exclusively for his Quality Comics line, where he quickly made the Blackhawk feature in *Military Comics* one of the era's best war comics.

Crandall worked for Quality until the early 1950s, when he moved to the up-and-coming E.C. Publications. Together with his legendary artistic cohorts on E.C.'s "New Trend" titles, Crandall's work there set a standard for comics craftsmanship that many say has never been equaled.

Crandall continued to work for various publishers throughout the 1950s and 1960s, perhaps peaking with a resurrection of his classic E.C. style in Warren's *Creepy, Eerie, Blazing Combat*, and *Vampirella* titles. His final story was published in 1973, just two years before he suffered a debilitating stroke. He died on September 13, 1982.

BIOGRAPHIES

MIKE ESPOSITO

Born in 1927, Mike Esposito began his comics career at Fox in 1949. He met Ross Andru at Ziff-Davis in 1951 and worked mostly as his inker until 1976 at Ziff-Davis, Mikeross Publications, DC, and Marvel. Occasionally he would ink another penciller's work, including that of Curt Swan on SUPERMAN and Joe Orlando (and later Mike Sekowsky) on THE INFERIOR FIVE. When Andru left DC in 1976, Esposito remained at Marvel, continuing to ink the work of other pencillers, including Jim Mooney and John Romita, on *The Amazing Spider-Man*. He remains active in the field today at Archie Comics.

FRANK GIACOIA

Born in Italy in 1925, Frank Giacoia came to the United States at the age of seven. Trained in the Chesler and Iger shops during the early 1940s, Giacoia went on to become one of comics' most prolific inkers, with a career spanning five decades. His inks have adorned stories of nearly every major comic-book character from the Big Two publishers, including Batman, Superman, the Flash, Captain America, and the Fantastic Four. Giacoia passed away in 1989.

JOHN GIUNTA

Born in 1920, Giunta began his career working in Harry "A" Chesler's "comic shop" in the late 1930s and went on to illustrate for over a dozen comics publishers through the 1960s, including Magazine Enterprises (where he was also an editor), Feature, Hillman, Archie, Avon, DC, Marvel, and, of course, Tower. He passed away in 1970.

LARRY IVIE

The versatile writer-artist-editor Larry Ivie (b. 1936) did illustrations for numerous publications, including *Amazing Stories* and *Galaxy Science Fiction*. He was an early contributor to *T.H.U.N.D.E.R. Agents*, and Wood's cover for *T.H.U.N.D.E.R. Agents #12* was based on one of Ivie's roughs. Because editors Cal Beck and Bhob Stewart demanded horrific art for *Castle of Frankenstein*, early issues were Ivie-covered, and the tendrils of Ivie also crept forth with imaginative scripts in *Creepy*, *Eerie*, *Strange Tales*, and *Flash Gordon* before he moved on to editing and publishing *Larry Ivie's Monsters and Heroes* from 1967 to 1970. He was highly active in the recent revival of *Castle of Frankenstein* for publisher Dennis Druktenis.

GIL KANE

Born in 1926, Kane and his family moved from their native Latvia to New York City when Kane was three. By the time he'd reached his late teens, Kane, an artistic prodigy, had left his mark on every major comics publisher of the day, including MLJ, Prize, Quality, Marvel — and DC, for whom he produced Wildcat, Johnny Thunder, and a plethora of Western, science-fiction and true crime tales. In 1959, he joined with John Broome to revive the Golden Age hero Green Lantern, in the process totally revamping the look of the strip and giving the Emerald Gladiator the trademark sleek, streamlined costume that is remembered to this day.

Over the years, Gil Kane's work has come to stand as the textbook definition of dynamic drawing. A master of style, Kane imbued each of his drawings with an unequaled sense of power and motion. Though Kane continued to illustrate GREEN LANTERN throughout the 1960s, he lent pencil and pen to many other series as well, such as Marvel Comics' *The Amazing Spider-Man* and *Captain America* and Tower's *T.H.U.N.D.E.R. Agents*. Gil Kane passed away in 2000.

JOE ORLANDO

A formidable figure in the history of comics, Joe Orlando first worked with Wally Wood in 1950, when the two artists formed a studio to produce science-fiction material. After a short time, he followed Wood to E.C., where he honed his skills in the company's legendary science-fiction and horror titles of the "New Trend" line. He went on to contribute artwork to many publishers (most prolifically to Warren's E.C.-inspired titles *Creepy* and *Eerie*) before becoming an editor at DC in 1966. In the course of his long and successful career there, Orlando rose to become a Vice President and was the company's Editorial Director until 1996. He passed away in 1998.

BILL PEARSON

Born in Belle Fourche, South Dakota in 1938, Bill Pearson was an assistant editor on Wallace Wood's *witzend* magazine when he became involved in the creation of the T.H.U.N.D.E.R. Agents team. In addition to scripting a half-dozen NoMan tales for *T.H.U.N.D.E.R. Agents* and an equal number of *Undersea Agent* stories, he did ghostwriting on Wood's Dynamo scripts. Pearson also wrote *Flash Gordon* adventures (King Comics), *Popeye* (Whitman) and stories for Warren, Charlton, Eclipse, and Gladstone. He continues to edit and publish *witzend* at ever-increasing intervals.

MIKE SEKOWSKY

A tremendously versatile and talented artist, Michael Sekowsky entered the comics field while it was still in its infancy. In 1941, he began work at Timely/Marvel Comics and was soon pencilling some of its top heroes, including Captain America, the Human Torch, and the Sub-Mariner. Sekowsky joined DC in the early 1950s and quickly became known for his dynamic renditions of alien worlds and space-faring heroes such as Adam Strange, whom Sekowsky co-created with Gardner Fox. Nevertheless, he is best remembered as the penciller of the wildly successful Justice League of America, which was drawn exclusively by Sekowsky for its first eight years. Though never considered one of comics' more polished artists, Sekowsky more than compensated for any roughness with impeccable and dynamic storytelling. Sekowsky remained active in comics and television animation until his death in 1989.

STEVE SKEATES

A native and longtime resident of the Empire State, Steve Skeates began his work in comics as an assistant editor at Marvel Comics in 1965 — a job which he quickly abandoned in favor of writing comics as a full-time freelancer. Over the next twenty years he did work for nearly every major comics publisher, including DC, Marvel, Charlton, Tower, Warren, and Gold Key. Since leaving mainstream comics in the mid-1980s, he has worked as a reporter, bartender, and Zamboni operator, as well as publishing his own comics titles, which he continues to do from his home base in Fairport, New York.

GEORGE TUSKA

George Tuska (b. 1916) launched his career in the late 1930s at the Eisner-Iger studio and is one of several regulars immortalized in Eisner's autobiographical graphic novel *The Dreamer*, where he appears under the name of "Gar Tooth." He went on to work for several publishers, including Fiction House and Quality, but his most famous Golden Age work appeared in the second issue of Fawcett's *Captain Marvel Adventures* and in the *Crime Does Not Pay* series published by Lev Gleason. A serious crime title aimed at an older audience, *Crime Does Not Pay* was one of the top-selling comic books in the world, ceasing publication only when it became a special target of anti-comics activist Fredric Wertham in the 1950s.

Tuska went on to newspaper syndication, picking up the pencilling assignment on *Scorchy Smith* from 1954 to 1959, followed by the original *Buck Rogers* (which he took over from DC regular Murphy Anderson) until its demise in 1965. Tuska went on to draw a number of features for Marvel Comics, most notably *Iron Man* but also *Ghost Rider*, *The Avengers*, and many more. At DC, where he began to work in the late '60s, Tuska was assigned to CHALLENGERS OF THE UNKNOWN, TEEN TITANS, LEGION OF SUPER-HEROES and several other features, as well as drawing a number of nonseries horror and war stories.

Now retired, George Tuska continues to attend the occasional comics convention.

Additional biographical information supplied by Bhob Stewart.

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— Robert Klein
& Michael Uslan
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